

THE CITADEL JOURNAL™

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**GAMES
WORKSHOP®**

• MISSILE TROOP TACTICS FOR WARHAMMER
• GORKAMORKA BLADERZ! • THE ATTACK ON DORAN
VI • THE LOW LIFE AND THE HIGH LIFE - BAR-ROOM
BRAWLING IN QUEST AND MORE!

LIZARDMAN ARMY

By Steve Johnson

(See pages 91-96 and inside back cover)



Welcome to the Citadel Journal

by Ian Pickstock

In the last issue of the Journal, I had a tiny one-page article on a new way of sorting out rank bonus in games of Warhammer. So what was all that about, you ask? Am I fighting a one man battle to get the Warhammer rules changed, am I saying that the current rules for rank bonus aren't good enough? Well the truth be known, Rick Priestley is getting a bit old now, and I hate to say it but his mind isn't what it used to be (it never was much to start with!), while Tuomas Pirinen is so bearded that his beard is marked along its length with inches, so he can surreptitiously drape it across the battle field and use it to measure ranges for cannon and stone-thrower shot. But no, I'm not trying to do the games designers' jobs or to rubbish what they do, far from it.

The point of the article and any other short one-offs like that is to try and encourage people to experiment a bit, to try new rules and new ideas. If you have a new way of playing or you just want to change a rule, just give it a go. You don't need to seek the permission of your local store manager or the rule boyz, and you certainly don't have to wait for Games Day or the Grand Tournament to hunt down Andy Chambers or Jervis Johnson to sanction your new ideas. Simply tell your opponent what you've got planned for the forthcoming game and give it a go (if your opponent doesn't give his permission, tell him he's a moody git, and boring too). After the battle, don't forget to have a chat about how the new rules worked if they worked! If things worked out fine, you could make it a 'house' rule, that is a rule that is used when playing at your house. If you play at your mates, you'll have to play normal rules, unless your friends adopt the rule, or decide to use it for that game. Of course, once you've adopted a house rule don't think you have to stick with it. If it isn't working or isn't appropriate for a scenario, drop the rule or change it.

For instance, I know a lot of people (Americans, usually) complain about having to use D6, saying 'they don't have a broad enough range'. Of course here at Games Workshop, we have several good reasons for using D6, not least because they're easy for people to get hold of. BUT, if you really want to, if you really think that your armour saves would benefit from being on a D10, instead of bombarding the Games Designers and the Internet with your whinging about D6's, why don't you spend a couple of hours switching the Warhammer game to a D10 system it shouldn't be too difficult, all you have to do is write a few tables up (OK, OK I confess, I know it isn't difficult, because I did it myself a long time ago, maybe it's a phase all gamers go through).

Any way what I'm trying to say is don't be afraid to change things, and don't think that you have to get things in the Journal or White Dwarf, or officially sanctioned in a Q&A before you can try your ideas out, or invent a house rule. Of course that said, if you have a new idea or a variant rule, or whatever don't hesitate to send it in to Journal Steve, here in the 'skip'. (Hey! That's Mr Journal Steve, and it's a 'Bunker' not a bloody skip!!!)

Well I've ranted long enough now, I'm off now to scour my new copy of Warhammer Ancient Battles that Jervis was kind enough to give me. While I don't have an Ancients army yet, I want to try out some of the many extra rules in a game of Warhammer.

Plus, I may get round to putting pen to paper and tell you about a really bizarre way of playing Warhammer.

IAN

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He'll never hit me at that range... Argh!

Warhammer Missile Tactics

By David Cain

The Wise Old Guru of the Wood Elves is back, with a few tips on how to improve your 'shooting' game and get the most out of your missile regiments. Every weapon and race is covered along with a few set-piece battlefield tactics for ensuring that your opponent's troops come out of it looking like porcupines!

Missile Troops

The firepower created by rank upon rank of missile troops can be used to good effect upon the Warhammer battlefield. Indeed, it is a rare occurrence for an army to march to a battlefield without such vital support. Of course, some armies are more dependent than others upon their skill with the bow. Elves of all alignment are renowned for their pinpoint accuracy with such weapons. The serried ranks of the Dark Elves can quickly cut down numerically greater opponents with their rapid firing repeater crossbows. My own Wood Elf army relies on its archers to whittle down the enemy from afar with their superior longbows. It is even rumoured that the High Elves are perfecting new tactics to use with their bows to catch up with their Elven cousins (and there is no truth in the belief that this is happening just since Rick Priestley started playing them!). Other, less refined armies have perfected handguns, blunderbuses, javelins and crossbows as a means of dealing death at a distance.

Knowing how to best use the missile troops under your command is just one aspect of co-ordinating your whole army as an effective fighting force. As with war machines, differing missile weapons are used in different ways and each type has its own strengths and weaknesses. For example, bows have poor armour penetration, crossbows cannot be moved and fired and handguns have a short range. However, the correct use of such weapons can frequently pave the way to ultimate success on the battlefield so it is well worth the trouble to learn how to use them to your best advantage.

Selecting a Target

In most situations, a unit of troops will fire together at a single target such as a unit of enemy troops, a monster or a chariot. A unit can split its fire between two such targets if it is impossible for all the firing models to pick out a single one. This situation usually only occurs because a terrain feature prevents a target being available to all shooters or because the target is so close that it lies outside the 90 degree fire arc of some shooters side.

If a unit is faced with two potential targets, one of which is visible to only part of the unit, then the unit must fire at the target to which all the shooters can bring their weapons to bear.

The selection of targets for your missile troops is key to co-ordinating their use with the rest of your forces. My first choice of targets are those units or models that my combat orientated troops will have difficulty in dealing with. However, it makes little sense to waste considerable firepower against heavily armoured knights or large monsters where their 1+ Armour Save or high Toughness will make a mockery of your efforts.

Chariots, Pump Wagons and the like are my most popular targets. These models are deadly when they charge into combat but are vulnerable to massed bowfire. If left alone they can close the gap between themselves and your missile regiments very quickly and so pose an immediate threat right from the start of the game.

Look also for small units of fast skirmishers

like Dark Elf Dark Riders, Kislevite Horse Archers, Wood Elf Warhawks, etc. that your opponent will try to manoeuvre around your flanks to negate the rank bonus of your close combat regiments. By their nature these units are fast and mobile but carry little in the way of armoured protection. Because of their small size they are more readily destroyed (victory points on the board) but as long as you can reduce them below 5 models then their ability to negate rank bonuses by rear or flank charges is lost.

Sniping at war machine crews is less successful since only on a D6 roll of a 5+ is the crew actually hit. On a 1-4 the shot is considered to have a hit the war machine itself. In addition, with the advent of batteries where similar types of war machine crews can be grouped together, casualties suffered by the battery can be spread over all the machines included, normally preventing any war machine from being totally de-manned.

Look to gain a psychological advantage wherever possible. Roll all your dice together. It's amazing how demoralising it is to see your opponent roll 30 or more 'to hit' dice. Often your opponent will stall his advance in the face of such firepower even although the actual amount of casualties he is suffering is not all that high.

Another method to 'psych' out your opponent is taking out the very model(s) he has placed great faith in. A common opponent of mine likes to play Orcs and Goblins and spent a long time painting up the Citadel Giant figure to stomp over my Wood Elves. Each time we played I fired all my archers and the *Hail Of Doom Arrow* at this imposing model in my first shooting phase and killed him every time. With a +1 to hit for being a (very) large target I always managed to get the six 6s I needed to polish him off. As a result my opponent has now shelved his Giant and put his faith back into bigger mobs of 'da boyz'.

The most important thing to remember when using a missile-based army, however, is to concentrate your fire. Frequently inexperienced players will use each of their missile regiments to fire at different enemy units. The penalty for this mistake is usually high. All their target regiments usually survive the missile onslaught and so valuable victory points are lost and their combat potential is

not decreased sufficiently so that the threat from them all still exists. Far better to concentrate your firepower to completely eliminate one threat before moving on to the next. Another benefit in concentrating the fire of your missile troops is that you will maximise the number of *Panic* tests your opponent will need to take. If you can also get some of the enemy running away, you have won half the battle as *Panic* takes its toll and large gaps appear in the enemy line.

An important exception to the requirement of selecting a single unit is the ability to target any number of single models such as monsters, lone characters, Goblin Fanatics and the like. This allows a unit to spread its fire over a number of such models even though they could all see a single enemy unit. This is especially handy when playing Fanatics as they are usually released in twos or threes and as such, pose a multiple threat. It is also important to wipe out Fanatics to ensure you get the victory points for eliminating their host regiment. The points cost of Fanatics is counted along with their host unit and both must be destroyed before Victory Points are awarded.

Any suspicious looking character creeping about on his own (honest, I've not got the *Black Gem Of Gnar* or the *Heart Of Woe*!!) is another prime target.

A word about targeting characters. As described in the Warhammer rulebook, a character cannot be selected as a target if he remains within 5" of a friendly unit of 5 or more models unless he is the closest possible target. So try to manoeuvre around your opponents' battline with missile armed skirmishing cavalry and pick out these potential targets. Obviously, any characters outside 5" from such a friendly unit are fair game to anyone with a bow or crossbow.

If the character is substantially bigger than the troops he is with then he can be picked out as a target. Use the size of the models base as a guide, anyone on a monster base is bigger than cavalry models who in turn are bigger than foot troops. Note that such characters also do not benefit from the 'Look Out Sir' rule which normally protects characters against war machines and other template-like effects.

Hitting The Target

The obvious two factors in selecting a target for your prize missile troops are firstly, can they see them and secondly, are they in range.

Units have a 90 degree fire arc to the front and anything lying outside that is safe for the time being. It is important when commanding missile troops to anticipate where your opponent is going to move and cover those lines of advance. This means when the enemy does move forward your troops are already in position and can let him have it with no worry over suffering negative modifiers to hit as you turn to get into position.

Missile troops do not have a divine right to see through scenery and so those troops deployed on flat terrain cannot see past hills, woods, buildings and even walls, hedges and other troops. The first implication of this is that only the first rank of a unit deployed on flat ground can fire. The exception to this rule being Bretonnian archers who can use the arrowhead formation to concentrate their fire.

The second implication is that such a unit cannot fire at a target beyond a line of skirmishers - after all that is what they are there for. This is where hills come in. In practice there will be no end to the differing shapes and sizes of hills used by Warhammer players. Since in real life a hill will usually be sufficiently tall to enable anything on its summit to overlook woods, buildings and troops below, a common agreement among Warhammer players is that whatever the actual size of the model hills in use, any model on its slopes can see over any intervening obstacles.

Deployment on such elevated positions is therefore as crucial to missile troops as it is to war machines. The other important advantage of deploying your missile troops on a hill is that because they are considered to be on a sloping surface all ranks behind the first can fire as well. This greatly increases the amount of firepower a missile unit can generate without spreading itself out in a long line.

But deploying your missile troops in ranked formation is also extremely important in close combat where each complete rank of at least four models, up to a maximum of three, counts as an extra +1 modifier to combat resolution. The unit is therefore much less brittle than the equivalent number of archers

spread out in a long single line. In addition, since most close combat opponents will be charging in from the front, you should be able to claim a further +1 modifier for combat resolution due to the fact you will be on higher ground than your enemy.

Every missile weapon has its own quoted range and if you use such weapons frequently you soon learn to judge such distances fairly accurately. It should be stated, however, that the targets and distances for all shooting whether it be missile weapons or war machines, should be declared before any measurements take place. This prevents the unscrupulous behaviour of firing with one missile unit or war machine and then using the measured distance to more accurately utilise the remaining forces. Also, as firing is considered to occur more or less simultaneously it is underhand to fire one unit at a time at a specific target until it is destroyed and then switch any remaining units to another target. You must declare all targets at the start of the shooting phase. In the aforementioned situation you run the risk of perhaps not eliminating your first target or at the other extreme, wasting precious firepower on a unit that is already destroyed.

Weapons

Bows

The bow in its various guises is the most common of all the available missile weapons.

The *short bow* suffers from a very small range and if you are close enough to hit the enemy with such weapons you will almost certainly be close enough to be charged in the next turn or two.

The *standard bow* and *long bow* are trusty weapons which can cut down enemy troops from afar. Although both are excellent weapons, they are sometimes hampered by their low strength and lack of a saving throw modifier.

When firing at especially tough or well-armoured targets it is even more important to concentrate the fire of several regiments against individual opponent units/models. Such a concentration of fire will surely mean that simply through the sheer number of hits you achieve, some will cause damage.

In reality however, bows and longbows do

their best work against targets with a Toughness of 3 or less and which are lightly armoured.

A special mention must be made of the mighty *Wood Elf longbow*. Constructed from superior material this weapon has a range of 36" and although hits are still worked out at Strength 3, the weapon has a -1 saving throw modifier. In game terms the extra 6" range is crucial as it allows Wood Elves to outshoot all other opponents. The armour save modifier means that even heavily armoured knights have reason to fear encountering a Wood Elf force.

The main advantage of the bow is that even if the shooters move, they can still fire. Using bowmen is therefore more forgiving if your initial deployment is not ideal. Units of bowmen can turn or even move to cover weak areas in your battleline, and even if their firing is not quite as accurate (-1 to hit modifier if you move) you will still be able to inflict some damage on your opponent.

Crossbows

With a strength of 4, and therefore a saving throw modifier of -1, crossbows pack quite a punch. Wounding Orcs and Dwarves on a 4+ and with the potential of wounding creatures with a Toughness up to 7 means the crossbow is a weapon to be feared.

The limitation of course is the inability of the shooters to move and fire. Bad deployment crushes crossbowmen. Fast flanking troops can quickly manoeuvre outside the 90 degree fire arc of crossbows and pose tricky tactical problems for an army based around a preponderance of such a weapon.

However if you do manage to channel your enemy to where your crossbowmen can get a clear shot then there is little doubt you are a long way down the road to eventual victory on the battlefield (unless of course you roll an awful lot of 1's !!).

The Dark Elf Repeating-Crossbow is worthy of merit however. This weapon's main strength lies in its ability to fire twice in the shooting phase albeit at a reduced accuracy. It is frequently beneficial to select the option of firing twice, since it is no longer impossible to hit a target. You just need a 7+ or more as described in the rulebook. With the Dark Elves ballistic skill of 4 this is a very unusual

situation however. Although you can move and fire with this weapon the additional -1 modifier for moving makes it important that you keep your units stationary where possible. Because you roll twice for each shooter, large units of Dark Elf Crossbowmen can boast a phenomenal amount of firepower and are easily the most effective troops for 'psyching' out opponents as described above.

Handguns

These weapons are much rarer in the Warhammer world and are only found among the Human and Dwarf armies where such technology is jealously guarded. These weapons have a range of 24" and a Strength of 4. However due to the penetrating power of the projectiles, such weapons have an improved saving throw modifier of -2. These weapons are, however, clumsy and time consuming to reload and can therefore only be fired every second turn. It is more important than ever for such weapons to be deployed in large units where ranks 1 and 3 can fire in turn 1 and ranks 2 and 4 can fire in turn 2 etc. In this way the unit can always contribute in the firing phase.

Since both the Dwarf and Empire armies can field units of crossbowmen and handgunners, pay heed to the enemy you are to face. If you are about to battle against lightly armoured foes such as Wood Elves or Skaven then why invest in the slow shooting but armour penetrating handguns. If, of course, you are about to face off against Bretonnian Knights then maybe those handguns may not be such a bad idea after all!

Two variants on the handgun that deserve further discussion are the Empire's Repeater Handgun and the Chaos Dwarf Blunderbuss. The repeating handgun is an ingenious if rather unreliable piece of engineering that is based around a heavy revolving barrel with six separate chambers. A unit of Empire Outriders equipped with such weapons can continue to fire as long as they keep hitting up to a maximum of six shots. Note that it does not matter whether the hit scores a wound or not, it is whether you hit or not that allows you to fire again.

With the human ballistic skill of 3 it is unusual to generate numerous shots so it is worthwhile to increase the number of

shooters to maximise their potential. I have two units of 5 Outriders in my Empire army and I use them to mow down long skirmish screens that are protecting my enemies advancing forces. Being mounted these mobile troops can retreat to the safety of my lines if enemy troops venture into charge range. By punching a hole in skirmish screens it allows the rest of my army to either shoot through or charge through the gaps created.

The blunderbuss uses a gunpowder charge to fire lead shot, metal, stones and anything else the Chaos Dwarfs think will fit down the barrel. When a blunderbuss unit fires the whole zone to its front is covered with the material fired from the guns and the slicing metal will decimate all foes unfortunate enough to be in range.

The weapons working range is only 12" but it is extremely effective within this distance. All models lying in the target zone are liable to be hit, even if they are behind other models. None of the normal 'to hit' modifiers (except for cover) are applicable since the volley represents a wall of fire rather than individual shots. This makes the Chaos Dwarfs surprisingly accurate despite their lowish ballistic skill. A further benefit of the blunderbuss is that additional ranks of shooters increase the Strength of the hit by +1 per rank up to a maximum of 5. This makes the blunderbuss a very hard-hitting weapon of destruction.

Several units of blunderbusses interspersed with Chaos Dwarf Warriors makes a formidable battleline since it is difficult to advance without falling prey to at least one fire zone. Often poor judgement means that two blunderbuss units can pick on a single target that has strayed over both their firing zones.

Magic Items and Spells

To most players the magic phase is simply another way in which you can devastate your opponents with fireballs and the like. However with some forethought the Winds of Magic can be harnessed to subtly dovetail with a strategy based around missile troops. Movement spells such as *Move unit* or the *Hand of Gork* are most commonly employed to move combat regiments directly into the enemy. These spells can also allow you to

move your missile regiments to specific areas on the battlefield where their firepower is most needed. Alternatively you can simply turn your unit to face a threat appearing from outside your 90 degree fire arc. As this movement is magically induced it imposes no negative to hit modifiers in your subsequent firing phase. Crossbows and handguns can still fire if moved during the previous magic phase by such a spell. Since reforming is also counted as movement, reorganising a long line of archers into a ranked unit ready for combat can be crucial if they are about to be charged.

Entrapment spells such as *Net* or *Mork Wants Ya* or any spell that prevents the enemy from moving is valuable as it allows missile troops more time in which to fire before the enemy can reach their lines. Always choose to trap the fastest enemy units available as these pose the most immediate threat to your missile regiments.

Bless is a rather obvious bonus for missile troops as it simply gives the missile regiment a +1 to hit.

Vanbel's Danse Macabre is a necessity for Undead missile troops since their abysmal Ballistic Skill means they are unlikely to cause many casualties without getting the chance to shoot again in the magic phase.

Magic missile weapons are relatively scarce. My favourite and almost compulsory in my Wood Elf army is the *Hail Of Doom Arrow*. This item can only be used once but comes in at only 25pts. It generates 3D6 arrows which all hit with a Strength of 4. This item on its own, given a decent dice roll, will normally be sufficient to decimate an enemy unit but combined with a volley from a Wood Elf archer unit can almost guarantee your opponent will be putting a lot of miniatures back in his carrying case not long after he took them out!

The *Bow Of Loren* and the *Dragon Bow* are similar in effect. The former in the hands of an Elven Lord will inflict 4 Strength 4 hits while the *Dragon Bow* causes 3 Strength 5 hits. Both of these will cause even opposing characters some degree of worry and discomfort. Best to try and target lone enemy wizards as they lack the protection of heavy armour.

The Dwarf *Master Rune of Flight* is also

worthy of note as it enables a Dwarf character to pose a definite threat to opponents up to 12" away. It is usually combined with other nasty runes such as *Rune of Smiting* (each wound causes D6 wounds).

Tactics

Middle Ground

This is a good system for dealing with opponents who prefer to use a number of fast flanking units. Such players tend to deploy these fast moving troops down each flank in an attempt to outmanoeuvre the enemy's centre. To combat this, array your missile troops across the centre of your battleline facing off against your opponent's main combat units. Your own combat units should be positioned to the flanks where they can take on and destroy your opponent's fast but fragile flanking units.

Although your archers covering the centre are usually faced by the bulk of the enemies forces these will tend to be comparatively slow. This gives the archers more time to loose off volleys of arrows picking out and destroying one target at a time.

Hopefully by the time your opponent is in charge range of your archers, your combat units will have disposed of his flanks and will

already be circling around to attack him from the sides or rear.

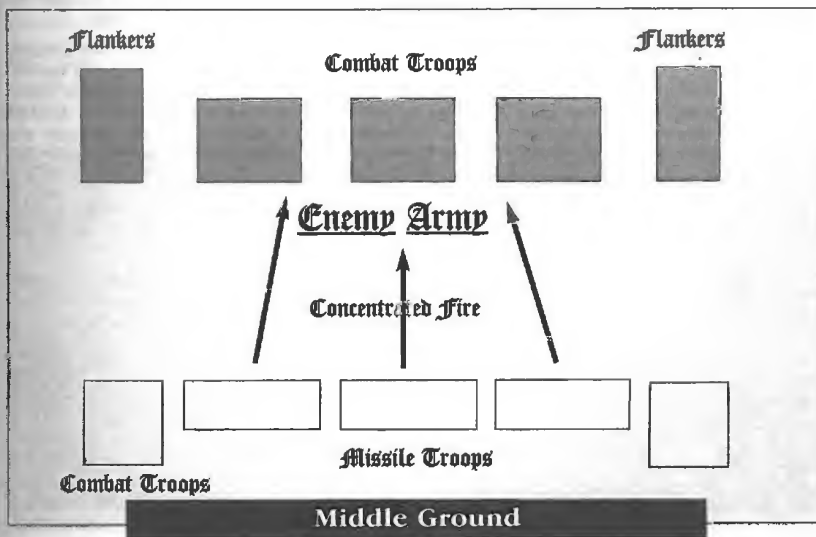
Crossfire

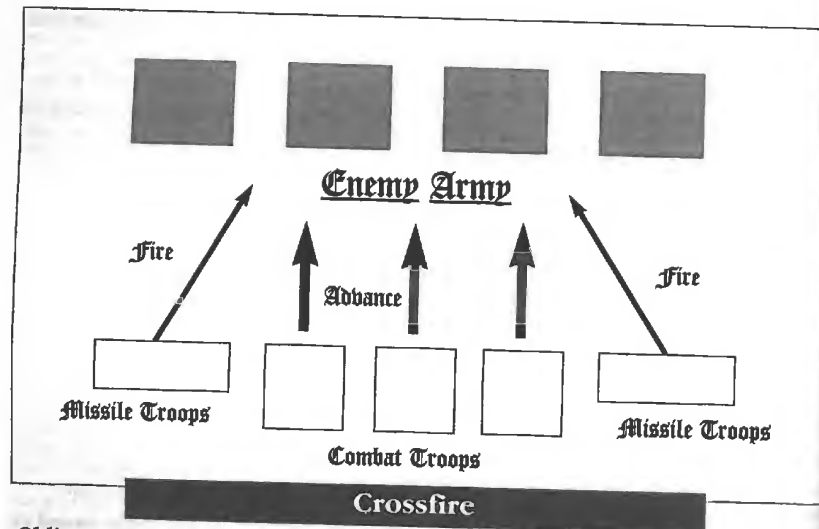
These tactics should be used against an enemy which prefers to sit back and refuses to come forward and fight. Since the onus will then fall on you to advance you will need to keep your lines of fire clear and prevent your advancing forces from blocking off any suitable targets.

Since your opponent is not committing his troops to attacking, your missile regiments placed at either flank will be safe from harm.

Combine fire from the missile regiments against your opponents centre picking on and destroying one unit at a time. By doing so you ease the path for your advancing units when the time comes for them to engage the enemy. Since you will be firing towards your opponent's flanks you can also target small support regiments that your opponent may have guarding the sides of his main units.

Lone characters sometimes wander around to the sides of regiments to avoid combats and although they may not be the nearest target to missile troops firing straight forward they can be the closest target from missile regiments based on the flanks.





Oblique Line

If your army boasts a mixture of missile troops and fast hard hitting troops such as Knights and chariots you could do worse than consider the tactics laid down in 'Olde Wierdes Tacticus' described in depth in White Dwarf 177. This is a variation on the 'Middle Ground' tactic discussed above and likewise involves your missile troops holding the middle ground.

Your elite cavalry units advance down one flank overcoming the enemy units in their path. Once this has been achieved, your cavalry units sweep across the flank of your enemy attacking and destroying one unit at a time.

The missile troops are mainly a decoy but contribute to the overall plan by weakening advancing enemy units and hopefully luring them forward rather than turning to face your cavalry units.

The Castle

If, on the other hand, your army is selected around a mixture of missile troops and war machines then the tactics described in the 'Death or Glory' article in White Dwarf 185 is better suited. The best armies for such an approach are the Empire and Dwarves although other armies can also adopt its

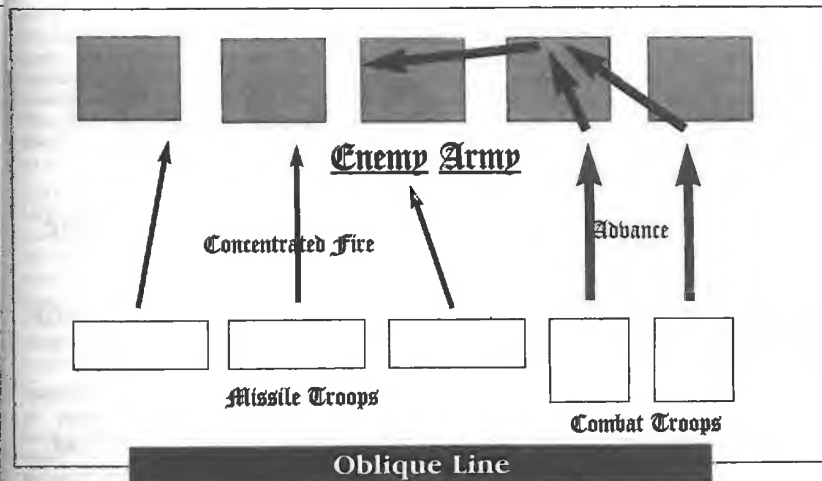
principles. I tend to have more success in varying the deployment slightly. In the article, the war machines form the 'Keep' at the rear of your battleline with missile and combat troops arrayed as the 'Wall' in front. Also described is a 'Moat' comprising cavalry or other fast moving troops which are used to cause confusion in the enemy ranks.

I find that flying creatures and fast flanking units can get past the Wall relatively quickly and attack the war machines directly. Since war machines cannot stand and fire (except some Skaven devices) and the chargers are outside of your missile troops 90 degree fire arc the war machines are quickly lost.

This leaves your enemy behind your lines and remember that crossbows or handguns cannot turn and fire!

To prevent this occurrence I set up my missile troops as the Keep with the war machines and combat troops interspersed as the Wall.

If flyers or fast chargers try to engage the war machines, the crew simply flee, hopefully rallying later to return to their guns. The flyers or chargers are then left in the open and it is a simple matter of destroying them with combined fire from the missile regiments of the Keep. Flyers or fast flanking units attempting to engage the missile troops of the



Keep are met with a hail of fire by virtue of the stand and fire response.

GET OUT CLAUSE

This article is not intended (and should not be thought of) as the be-all and end-all of how to use missile troops. Many more strategies will no doubt reveal themselves as you put your army through its paces. Don't be afraid to try out new ideas - remember you will learn more from defeats than you will from grinding out victories using the same old formula. Sooner or later, you will face an opponent who sees

through your plan and has a counter ready. In such a situation you need to have other strategies available to fall back on.

Although there is nothing wrong in taking advice from experienced players, nothing beats lessons learned the hard way. Be selective in what you take from other people's suggestions and combine them with your own strategies to form a battleplan unique to your own forces and way of playing.

Best of luck and may your 'to hit' rolls always come up 6's.

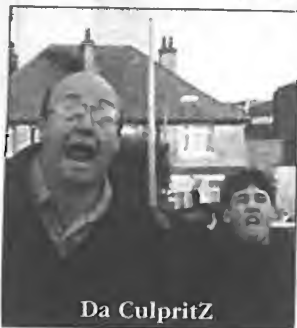
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Da CulpritZ

BladerZ

GorkaMorka Mob for Hire

By Pete & Chris Wood

Pete, the senior partner, has been collecting GW games and models for years. His pride and joy, is his collection of White Dwarfs from issue twenty to the present, which he jealously covets.

He describes his missus as a GW widow that does him proud on his games nights and serves the meanest curries in the universe. His thirteen year old son Chris came up with the original idea for BladerZ and remains Pete's staunch gaming partner with his massive Ultramarines armies in both Warhammer 40,000 and Epic.

WARNING!

IMPENDING SILLYNESS

This article even comes with its very own 'sillyness warning' from dead serious 'dood' Andy Chambers. Andy warns that you are in danger of losing your seriousness if you read an article of this beretrical nature.



but...that's SILLY!

HISTORY & DEVELOPMENT

To trace the history of BladerZ you have to go back to a time before the Hulk crashed onto Angelis. A weird Mek called An-Orakk had a desire for collecting things. He would collect anything but his main passion was ancient journals from which he would get his inspiration for inventing things, mostly of no use to anyone. He had a massive collection and could, with the help of his friend, Nerd, put his hand on any type of journal at any time.

During the crash most of his journals were destroyed or lost in the skid. A few precious gems were found amongst the wreckage,

although they tended to be badly burned. One of these was a strange and ancient humie journal containing designs and pictures for some very weird n' wonderful Kontrapshuns. They showed how every nut n' bolt should be placed and the shape and size of every component. As the Mob around him grew under the leadership of Krakjaw, he was called upon to design and build transport for the Mob. Most of the land based vehicles seemed to work, but attempts at flying machines rarely got off the ground.

The Mob soon became known for its unusual buggies and at length came to be named after

the Journal. The Mob became known as the Mekkanoz. Krakjaw decided that he wanted to name himself after parts of their beloved machinery and he became known as 'NutZ'. Anorak became 'Strate BitZ' and Nerd became 'Bent BitZ'. Other mob members known at the time were WheelZ, CogZ, Brakkett, BoltZ, and so on.

It was Bent BitZ who, getting bored with the Mekkanoz drawings, decided that it was time for something new. Besides, Strate BitZ had always called the shots and it was time for some personal glory. Inspired by a colourful humie journal, he set about designing and testing with an elite bunch of BoyZ. After weeks of work in total secret he decided that it was time to demonstrate his invenshun.

NutZ, Strate BitZ & the BoyZ gathered around to watch. Bent BitZ signalled the Buggy waiting at the top of a steep bank. It powered down the hill with what appeared to be BoyZ running alongside it. NutZ soon noticed that they were not running but moving on wheels. As the buggy reached the edge of the camp the driver, WheelZ, hit the brake. With excellent timing the BoyZ hanging on let go and were propelled like a sling-shot towards the waiting audience with shouts of 'Cool dood' & 'Raddeekal'.

As they got nearer Bent BitZ gave the order to stop, but too late. The BladerZ hit the crowd with such force that several BoyZ were knocked out cold. One particularly good Blader attempted a jump over a cowering grunt. It failed and the force of the hit took the grunt's head clean off.

Once all the action had stopped, NutZ walked up to Bent BitZ. Picked him up at arm's length, pulled him towards him and planted a big kiss on his forehead!

'You've just made my day. Raddeekal... Dood!'

GORKAMORKA MOB FOR HIRE

BladerZ

Any type of Ork except Grots can become a Blader. All they need is enough teef to be able to buy a set of converted BootZ called BladeZ. BladerZ BootZ consist of ordinary BootZ, reinforced and fitted with over-sized wheelZ. They are normally fitted in-line but can also be fitted one at each corner. The latter are then

called RollerZ. Both have the same attributes and have the following affects to the wearer.

Movement

- BladerZ move at the same time as vehicles (see special movement rules).
- The BladeZ add + 1 to the wearer's movement characteristic.
- BladerZ may not climb walls or ladders but can board vehicles.

Special Movement rule – Hitching a Ride 'Skitchin'

BladerZ can move along with any vehicle by being in base contact with it. Due to their highly practiced skill on the BladeZ they can catch hold of any moving vehicle and 'Skitch'. A Blader in contact at the start of a turn can either stay attached or can let go and move as normal. A Blader can also move into contact with a vehicle, grab hold and move with the vehicle. In both cases the Blader can then complete its normal movement when the vehicle has finished moving or at any time during the vehicles movement.

For example a Boy Blader will have a movement of 5. He could move 2 inches, grab hold of the vehicle, 'Skitch' with the vehicle, and then let go and complete his movement of 3 inches. No Initiative test is needed unless the vehicle uses its thrusters.

BladerZ can also charge into combat when Skitchin'.

Thrusters – If a vehicle uses thrusters during the above special movement, the Blader will have to pass an Initiative test in order to successfully complete his dismount. If failed, the Blader moves D3 inches in a random direction, falls over and suffers a S3 hit. He may do nothing for the rest of the turn.

Jumping – BladerZ can attempt to jump over terrain, low walls, crates, etc up to 2 inches high. In order to successfully land they must pass an Initiative test. Failing will result in them falling down & taking a S3 hit. If they fail the Initiative test but survive the S3 hit, determined not to lose 'Mek Cred', they may try to recover their poise by rolling a 4+. If successful they can stand up and fire as normal but may not move further. If they fail this roll they fall over and may do nothing except suffer extreme embarrassment for the

rest of the turn. BladerZ can also jump into close combat but must test for Initiative as normal. They will need to have *Da Grind* skill if they want to make *Da Grind* attack, otherwise jumping into close contact acts as a normal charge.

Turning – BladerZ may turn without penalty as per normal movement of figures except when thrusting (see GubbinZ).

Shooting

BladerZ suffer a -1 modifier when shooting although this may be changed by special skills.

Charging

Normal rules apply except when special skills are used.

Mob Organisation

Initially Mobs will only have two or three Bladerz who will operate under the Leadership of the Nob. As the number of Bladerz increase they may want to form their own mob. If this happens they may leave the Mob and start up on their own but will not take any of the stash from the mob they are leaving.

Alternatively they may operate as a sort of sub-mob within the main mob, called a Pakk with their own leader. This leader will be called 'Da Leader of Da Pakk'. The main Nob will tolerate this as he will be happy to benefit from the extra skills that the Bladerz can provide. All income will still go to the main mob and be distributed by the Nob.

Pakks can of course be started from scratch using the normal rules. They will be led by Da Leader of Da Pakk who has slightly different stats to the Nob.

Da Leader of Da Pakk

This character is in essence the same as a Nob. The only difference are his Initiative & Leadership skills which reflect their extra abilities to Jump & Skitch, and their more cavalier approach to leadership of the Pakk.

	M	WS	BS	S	T	W	I	A	LD
Leader	4(5)*4	4	3	4	1	4	1	6(7)	

*Movement = 5 when wearing BladeZ.

All other rules under the Weapons and Leadership headings in *Da Uvver* book apply

BLADERZ SKILLS

BladerZ for both Gorkas & Morkas can choose to roll on the BladerZ Skills table if rolling for a new skill. This applies to all BladerZ.

D6 Roll

SKILL

1 **Da Grind:** BladerZ with *Da Grind* skill have practiced the art of leaping into close combat at the last minute BladeZ first! This gives the attacker an extra attack which is taken before the close combat phase. The attack is successful on a throw of 4+ and gives a strength 3 hit. Note: this can be increased by the addition of Grind PlateZ.

2 **No Fear:** BladerZ with *No Fear* are among the sharpest BladerZ. He is highly respected by other BladerZ and, as the skill suggests have 'no fear' and add +1 to their leadership when testing, and +1 to the leadership of all BladerZ within 12 inches. Note: this does not apply to other members of the mob as they consider BladerZ to be a bunch of WeirdoZ.

3 **Cool Dood:** BladerZ with this skill have acquired superb balance and can aim their weapons with great skill. They may add +1 to any rolls when shooting.

4 **Da Slingsbot:** BladerZ with the *slingsbot* skill have spent many hours practising their Skitchin'. So much so that they have learnt to time the dismount to perfection and can add extra power to their movement. Using *Da Slingsbot* adds +2 inches to any remaining movement upon dismount. Note: an Initiative test must still be taken if the vehicle has used thrusters.

5 **Mek Cred:** A Blader with Mek Cred is an incredibly stylish Dood. He will have the latest ShadeZ, as well as heaps of self-confidence. Mek Cred minus 1 from their dice rolls when testing for Initiative.

6 **Da Yuppie:** This skill allows BladerZ to execute jumps over objects no more than 2 inches high without the need to pass an Initiative test.

GUBBINZ

Grind PlateZ – Each Grind Plate added to the BladeZ increases the strength of Da Grind hit by +1. A maximum of 2 may be added to each boot.

Mini ThrusterZ – These are Mini Rokkits and

must be bought in pairs and attached to each boot. These will allow the Blader to thrust up to 3 inches using the revised rules for thrusting. ThrusterZ attached to feet are, of course, very dangerous and along with most Orky technology are prone to spectacular failure. When rolling on the Thruster Buster table the following rules apply.

D6 1, 2, 3 – as per normal rules.

4 or 5 – as per rule for 4+.

6 – The thrusters explode in spectacular fashion blowing both of the wearer's feet off and putting the model out of action. Models that recover may be fitted with Traks/Wheels at Doc's Serjery, teef permitting.

SpikZ – SpikZ may be added to the BladeZ. SpikZ increase the damage done when making a grind attack. Each set of SpikZ adds +1 Attack. Note: that only one set of SpikZ may be added per boot.

SlikZ – SlikZ are replacement wheels that allow the BladerZ to move faster. SlikZ add +1" to movement. Note: this is added to actual movement, not to the model's movement characteristic. E.g a model with movement of 5 charges, moving 10", the SlikZ add 1" making a total of 11" moved.

PRICE CHART

Item	Teef
BladerZ or RollerZ	5 per pair
Grind PlatZ	2 each
Mini ThrusterZ	10 per pair
SpikZ	3 each
SlikZ	3 per complete set

SERIOUS INJURIES

When rolling on the serious injuries table the following amendment applies.

36 – 50 Full Recovery.

51 – 55 Roll a D6 on the following table.

1 BladeZ destroyed and will need to be replaced.

2 Both BladeZ are damaged costing D6 -1 teef to repair.

3 One Blade is damaged costing D3 -1 teef to repair.



6 The damage has fixed an annoying rattle in the BladeZ and they work even better than before. Add +1 to movement for next battle only.

HOW TO MAKE YOUR BLADERZ MODELS

Making BladerZ is simple and inexpensive. You will need the following items:

- Any suitable Gorkamorka model – the metal Yoofs are ideal and make the best conversions.
- Some old plastic Orks n' any kind will do as long as they have got large boots!
- Old plastic Epic Ork battlewagons, or the tracks from the Ork Weirdboy Battletower or Ork Battlewagon.
- Armour plates from Gubbins bag.
- Razor Saw, Knife, files, plastic cement, super glue, filler.
- Plasticard

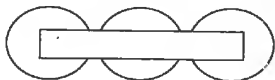
Stage 1 – Preparing the model.

Take your metal Yoof and cut his feet off just above the ankle with a razor saw. Feed the feet to the Squigs. Use a file to tidy up the stump.

Stage 2 – Making the BladeZ

For standard in-line BladeZ you will need 3 old Epic battle wagons. Using a razor-saw cut the outer wheel disc & spike off the rear wheels whilst still attached to the model. Then saw off the modified wheels from the model. File the sides down to a smooth finish. You now have 6 wheels, 3 for each blade. Cut 4 strips of plasticard 3mm wide by 15mm long, these will be used to hold the wheels together. Arrange the wheels into 2 sets of 3 and glue the strips of plasticard, as shown below, to both sides of the wheels. Put aside to dry.

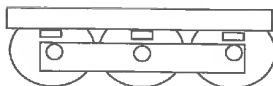
DIAGRAM 1



For each set of wheels you will now need 1 large armour plate from the Gubbins Bag. Remove the plastic spine with the razor-saw or sharp knife. And clean up. The armour plate

will form the footplate of the BladeZ. Glue this to the wheels with the rivets facing downwards. You may need to trim the rivets slightly to fit. Using a sharp knife carefully trim off 12 rivets from some more armour plates and attach to the side of the plasticard to look like small wheel hubs.

DIAGRAM 2



You now have the completed chassis.

Stage 3 – The BootZ

Cut off the boots from the plastic Orks. Ensure that the cut is straight by cleaning up with a file. Glue these to the top of the chassis and leave to dry thoroughly.

Stage 4 – The Operation

This is possibly the trickiest part. You now need to attach the footless Yoof to the completed BladeZ. It is best to use pinning for this stage (see TedZ TipZ Journal no. 25, page 94). Once you have prepared the pinning offer up the BladeZ to the stumps of the Yoof's legs. If you have been careful they will be a pretty good fit. Attach with superglue and hold in place in the required pose. If you get this right the Blader will balance quite happily on the BladeZ without the need for a stand See Photos.

Finally use some filler to build up the area around the ankle in order to make the boots resemble skating boots. It is Ok to make these oversized as it emphasises the BladeZ. If you are using Yoofs try to leave a rim of fur around the top of the BootZ.

And there you have it, one superb Blader Model.

Extras

SpikZ – for really effective wheel spikZ do not cut off the wheel disc & spike from the battletwagon in stage 2.

For front spikZ carefully remove the skull and spikZ from the front of the battletwagon and attach to the front of the chassis.

Grind PlateZ – Remove spine from armour plates and cut in half length ways. Attach to

either side of the plasticard. Do not use rivets as hubs in this case.

ThrusterZ – Attach any suitable Orky rokkit to the sides of the chassis.

The Gaffer's Story

It was a normal day in the Skid for Gaffer and his BoyZ the JannerZ, a bit of Squig kickin' and the odd tinkering with equipment. Generally though boredom was setting in.

The dust cloud on the horizon and the distant sound of engines brought a toothy grin to Gaffer's face and his interest was accentuated as his previously droopy ears stood erect. It was bound to be the Mekkanoz coming along for another good kickini. They just couldn't

annudder 'iding' Gaffer yawned out.'

The JannerZ took up defensive positions behind scrap piles, crates and assorted oil drums.

'Ere boss, dey don look rite dem Mekkanoz. Ow cum deytz all moving so fast, evun da wun's runnin behind da buggy?' Shuvvell asked with a puzzled look.'

Gaffer didn't reply but narrowed his eyes to try to make out what was happening. The heat haze on the hard desert floor hid the truth.

The Mekkanoz were closing fast and WeelZ, the driver, was pushing the Buggy to the limit. As they got closer, Gaffer's huge jaw dropped at the same time as his eyes bugged out and his ears became fully erect 'uurghh?'

A Blader about to leap some barrels (he hopes!).



got enough. It was the same thing every time. NutZ and his BoyZ would arrive full of fight with some invenshun that the crazy Mek, State BitZ and his side-kick Bent BitZ had dreamed up. And every time the same thing happened, it either failed to work or just blew up in their faces.

Comon ladZ, lets get ready to givuum

The Mekkanoz BoyZ were not running at all but were clinging onto the Buggy with their legs planted firmly on the ground. They were all dressed weird with ShadeZ, bandannas, and brightly coloured shirts with strange inscriptions. It was the boots that finally caught Gaffer's attention. They were all wearing strange oversized boots with wheels

attached to the bottom. The lead boy started the war cry 'Raddeekal Dood' as the wind battered his face, and pushed out the tail end of his bandanna.

As the Buggy closed on the JannerZ position NutZ gave the order to charge. WeelZ bit the brakes and at the exact same instant the BladerZ released their grip and were catapulted towards Gaffers mob.

One Blader got it wrong and did a triple somersault before smashing his head open on a rock. The rest executed a perfect release and were an awesome sight as they charged at full speed, guns blazing at the JannerZ who stood to an Ork, open mouthed, waiting for the inevitable failure of this latest invenshun.

It didn't happen.

Gaffer tria too late to whip his BoyZ into action. A Blader leapt, at full speed, clean over two oil drums, giving Gaffer just enough time to read the words 'No Fear' on the flying BoyZ shirt. The Blader landed feet first on Gaffer's face, taking out a SpannerZ worth of teef in the process. Gaffer rolled over but was soon on his feet. He used his massive club to beat the Blader over the head, mashing his shades into his brow with a cry of 'Fear Dat Den'.

Looking around Gaffer saw the rest of his mob had bottled it and he quickly decided that he'd better scam as well, but first...

That night, bruised but alive the JannerZ gathered around the camp fire and waited for Gaffer. Most assumed that he was dead and some BoyZ were already squaring up for leadership challenges. The sound of heavy boots on gravel made the mob turn as one, guns at the ready. The unmistakable shape of Gaffer appeared out of the gloom and was illuminated by the bright orange glow of the fire. In each hand he was carrying a leg. At the end of each leg was one of the kontraptions that the Mekkanoz had been using earlier.

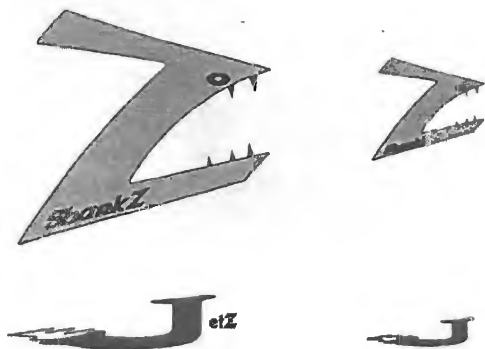
Gaffer had a hungry look as he eyeballed every gang member. Even breathing seemed to stop as they waited for the inevitable verbal, and no doubt, physical onslaught.

He held out the legs and said, 'I gotta get me some more of dese.'

Famous Pakks

One of the most renowned Pakks is known as the SharkZ. They were one of the first breakaway Pakks and adapted their letter Z to be they're logo. They are purist BladeZ who tend to favour normal BladeZ heavily upgraded with Grind PlateZ and Spikz. This gives them superb close combat ability which reflects they're aggressive attacking nature.

They operate out of Mek Town and are bitter rivals with the another Pakk, the JetZ, who favour ThrusterZ on their BladeZ.



SharkZ Logos

JetZ Logos

The JetZ sing a war chant when they go into battle, it goes...

'Ere cum da JetZ like a bat out of 'ell, sum wun getz in da way, sum wun don feel to well, when you're a Jet you stay a Je-e-e-e-etZ.'

WRITE FOR THE JOURNAL™

The Journal is written for fanatical GW gamers by fanatical GW gamers. You (yes, YOU!) make the Journal the brilliant, unparalleled hobby magazine that it is – a forum for every collector, painter, modeller and army commander of Citadel miniatures.

Here is an even more concise guide to help convert those sparks of inspiration into articles that you can share with the rest of us.

If you would like a full list of writers' guides, send a self-addressed envelope to the address at the bottom of this page.

1. What do we need?

• **We need to know who you are.** In order to get your article in print, we need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

• **We need publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a publishable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article up to a finished state. The other BIG factor in what we make an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. The Journal isn't about theory; it's about what's really happening in the Games Workshop hobby.

• We don't need flowery prose - we leave that to the INFERNO! boys.

• We need your permission to use your article. All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article.

• **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Alternatively, if you're on the Internet, why not e-mail your article to us.

* This point is so important we'll write it again! We want REAL hobby material from REAL hobbyists! This is your mag!

2. Decide what article you want to write

For example

- A scenario for one of our game systems
- The house rules that you use in your games
- Ideas for collecting, modelling, converting and painting Citadel miniatures
- Tips and tactics
- A review of a tournament/convention you have attended
- Your Games Club

Whatever your article is about, you should have playtested it at least once. Always, where possible, send in photographs, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc.

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. The Journal is supposed to be a grungy mag!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

- * An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.
- * A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.
- * An excellent article which is also typed (double-spaced) with maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters and Army Lists.**

4. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

- **Is it Games Workshop?** Your article has to be based on one of our more current games.
- **Does it read well?** Will the reader be able to understand the ideas you are trying to present.
- **Is it interesting?** Try and make it original and innovative.
- **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked
- **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help you project

5. Send your work to us

The Journal Bunker has been relocated deep in the secret fastness of the Black Library at our Head Office in Lenton

Send your ideas to: The Journal Bunker,
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UK

Or, if you're on the Internet,
why not E-mail to us at:

journal@games-workshop.co.uk

Please title any submission 'Journal Submission'

6. See your name in lights!



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So what are you waiting for? Don't just sit there foaming... Get writing!



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Warhammer Quest

THE LOW LIFE AND THE HIGH LIFE GOING TO TOWN

By Gav Thorpe

So, that irrepressible chap from Games Development thought that there weren't enough 'Bar-Room' brawls, dodgy encounters and low-life wastrels in your average Warhammer Quest town. Well, after experiencing our very own Bugman's Bar he was duly inspired and there are now...

THINGS TO DO IN ALTDORF WHEN YOU'RE DRUNK...

One of the things I like best about Warhammer Quest is the action that takes part even when you're not fighting down a dungeon. If you use the rules from the Roleplay book for travelling to settlements and going up Battle-levels, your character starts to gain a history and their own unique background. While visiting a settlement the other week (I mean, when my Pit Fighter was...) I thought it would be a really good idea to expand the Alehouse in the Settlements section. I'm quite lucky 'cos I get to tell you all about my ideas in White Dwarf and the Journal. If you send your ideas in, maybe you will too! Anyway, enough waffle, let's talk taverns...

ALEHOUSE

There are many different types of drinking establishment in the Old World, from the raucous dockside drums of Marienburg to the more refined Wine Houses of Couronne in Bretonnia. While they all have features in common their character can vary wildly. You would expect the odd argument in the Three

Feathers of Nuln, but in the Broken Knife of Altdorf a disagreement usually starts a massive bar-room brawl until the Watch are called in. The following rules try to capture this variety of atmospheres.

Each type of Alehouse has a sophistication value as detailed on the table below. This is used in a variety of situations.

When you wish to enter an Alehouse (which you can do once per settlement) use the expanded Alehouse chart below. Roll a number of D6 equal to the sophistication value of the Alehouse. Of course, if you roll particularly well or badly, outside appearances may be have been deceptive... Note that Warriors who have a modified dice roll (such as the Elf or Wizard) do not apply these modifiers.

You may not roll more than 2 dice when in a village (things can only get so high class when you're out in the sticks!).

Special rule: Dwarfs, Barbarians, Pit Fighters, War Dancers and Trollslayers can choose a maximum sophistication level of 3 - they just can't get into a classier place!

Sophistication Value

Tavern type

- | | |
|---|---|
| 1 | Rough and ready, fights every night |
| 2 | Fairly seedy but has the odd quiet evening |
| 3 | Trustworthy staff, reasonable prices, but little in the way of excitement |
| 4 | Very civilised, dress code and banners - hob-nob with the dignitaries |

NEW ALEHOUSE TABLE

1 As your Warrior enters the tavern, a bottle crashes over his head and he wakes up to find himself in the gutter, having lost 3D6x10 gold!

2 While your Warrior contemplates the various poisons available over the bar, he is approached by a shifty-looking Halfling. 'Wanna try something a little special, mister?' he asks, opening his waistcoat to show a variety of small phials filled with strangely-coloured liquids.

If you want to try an exotic drink pay 1D6x25 gold and roll on the following table. If you would prefer not to risk it, nothing else happens.

D6 Roll Effect

1 *Urrgh!* As your Warrior gulps down the foul-tasting liquid, his head starts spinning and he collapses in a heap. He wakes up with an enormous hangover that will last for weeks. The Warrior is at 1 Toughness for the duration of the next adventure.

2 *Pfah!* The salty yellow liquid is disgusting and makes your Warrior's stomach heave. Your Warrior may do nothing for the next D6 days while he recovers (no Settlement Events, but must pay living expenses).

3 *Hmm, not bad.* The liquid has a mildly intoxicating effect but otherwise leaves no lasting harm.

4 *That's nice.* Your Warrior gulps down the small phial of drink feeling bolstered and full of confidence. Such is the Dutch courage imbued by the liquid, your Warrior can bargain one store keeper down to half price for his stock at this settlement.

5 *I feel great!* Your Warrior's head spins and bright lights flash before his eyes. He feels his body floating and he is utterly relaxed. When he awakens, your Warrior feels hale and hearty. Your Warrior may add +1 to his Toughness for the next adventure.

6 *I know everything!* In a moment of drunken insight, your Warrior stumbles upon the meaning of life. Unfortunately when he awakens it is only a dim memory, but it still leaves a lasting impression. Your

Warrior may re-roll one dice per adventure. This ability is permanent.

3 Your Warrior walks in, orders a drink and sits down. There is a heated argument at the table next to him, and before he knows it, your Warrior is surrounded by a swirling melee! (See the rules for Bar-Room Brawls at the end of this article.)

4 As your Warrior buys a third round of drinks for the house, he is approached by a wiry-looking servant. He invites your Warrior to follow him behind a curtain into a back room. As he walks through, your Warrior sees a small room filled with people playing a variety of card and dice games, betting on the outcome. Your Warrior can join in the gambling if he wishes (see the Gambling House rules in the Roleplay book, but note that the maximum stake in this illegal affair is 500 gold rather than 200).

5 Your Warrior is steadily working his way along the bottles behind the bar when he is suddenly overcome with nausea. He staggers into the street heading for his digs when a runaway coach knocks him flat in the mud. Your Warrior must spend the next 2D6 days in hospital, during which he may do nothing. Alternatively, he can hire a private physician at a cost of D6x50 gold, which reduces his recovery period to D6 days. Decide which you will choose before rolling any dice.

6 Your Warrior jostles a Dwarf Slayer whilst heading for the latrines. The Slayer spits back and soon everybody is joining in the fight (See the rules for Bar-Room Brawls).

7 Roll on the normal Alehouse chart, with any appropriate modifiers for your Warrior type.

8 Your Warrior spends an extravagant amount of money on a meal (reduce your gold total by D6x20), and has had such a surfeit of food he needs to lie down for a while. Other than that, it is a pleasant and uneventful night.

9 Your Warrior stumbles into a meeting of the Sanctioned Warriors of the Empire's Absolute Territories. Before he can escape he is subjected to a three-hour long lecture, without food or drink. As he begins to faint, your Warrior feels gnarly hands grab him and take him upstairs. When he awakens he has found that he has joined the cult. Each time

your Warrior enters a new settlement, roll a dice. On a roll of 1 the Warrior is approached by a member of the cult and must donate 10% of his current gold to the cause (round fractions up).

10 Roll on the normal Alehouse chart, adding +2 to the roll (in addition to any modifiers for your Warrior type).

11 Your Warrior has a sturdy meal and an even sturdier drinking session. He feels relaxed and restored. Add +1 to your Warrior's Starting Wounds total, permanently.

12 There is a fracas in the lounge, and as your Warrior investigates he has to duck a hastily thrown bottle. See the rules for Bar Room Brawls elsewhere in this article.

13 Your Warrior is intrigued by an ancient map hung above the bar. He may purchase it for D6x50 gold. Next time your party is travelling back from an adventure, your Warrior may use the map. Roll a dice. On a roll of 1 it is so ancient it adds D6 weeks to your travelling time. On a roll of 2 or more it is still useful and halves the amount of time needed to be spent travelling (rounding fractions up).

14 Your Warrior overhears a noble talking behind him and swings round to remonstrate with the fellow who is so slandering his race. However, the four burly bodyguards put a dampener on the whole affair and the noble challenges your Warrior to a duel, rather than crude fisticuffs. See the Duel result on the Settlement Events table (result 35).

15 As you wine and dine with the settlement's finest, you come across an old noble who wishes to give you an heirloom, as he once was an adventurer in his youth. If you wish to visit the old noble's house, you must wait D6 days (you may do other activities during that time). When you arrive you are taken to the cellar where the veteran presents you with what he considers a valuable artefact. Roll a dice.

D6 roll Result

1 The artefact is a rather badly made weapon which falls apart as soon as you get back to your room.

2-5 Roll once on the Dungeon Room Treasure table.

6 Roll once on the Objective Room Treasure table.

16 Your Warrior commits some inconceivable faux pas whilst talking to a member of the Traders Guild. You must roll one dice less than normal when determining if an item is in stock while at this settlement.

17 Your Warrior's purse is soon empty as he buys extravagant drinks in an attempt to seduce the Mayor's daughter. Deduct D6x100 gold from your Warrior sheet and roll a dice (Elven Warriors may add +2 to the roll). (*Surely, Gav, Dwarfs, Ogres and Chaos Warriors should have a negative modifier, I mean, can you imagine an amorous Dwarf... Eurgh! - Ed*) On a roll of four or more, the seduction was successful and you don't have to pay living expenses for the rest of the stay in this settlement...

18 After the evening's debaucheries, you are persuaded by the Bretonnian Duchess Isabeau d'Amor to retire to her suite for a night-cap. Roll 1D6

D6 Roll Result

1 Unfortunately, the Duke arrived during the evening's festivities and his retainers chase your Warrior from the settlement. You may not return to the settlement as the Duke's hounds hunt you through the surrounding fields and woods!

2-3 You bump into one of the Duke's servants and must lie low for the next D6 days during which you may not visit any shops or locations but must roll for unexpected events and pay living expenses.

4-5 The evening's entertainment is cut short by the sudden arrival of the Duke and his men. Roll 1D6 and add your Warrior's Initiative. On a score of 6 or less he is caught and soundly thrashed, deduct one from your Warrior's Starting Wounds total. On a 7 or more you manage to elude capture and in the following uproar a few of the Duke's more prized possession end up in your Warrior's pockets (add D6x50 to your gold total).

6 The night passes away in rapturous bliss and when your Warrior awakens in the morning he is given a gift by the Duchess. As she gently kisses his cheek she presses a scroll into your Warrior's hand.

proclaiming him to be an envoy of the Duke. This can be presented at any settlement, roll a D6. On a roll of a 1 the contract has been discovered and cancelled by the Duke and the local officials duly confiscate it and throw your Warrior out of the settlement. On a 2 or more it allows your Warrior to add +1 to all his stock rolls in that settlement as everybody makes that extra effort to find what he requires.

19 You make some valuable contacts in the settlement's Merchant Guild, who provide you with letters of introduction for several other Guilds in the Old World. You may show this in any settlement you visit. Roll a dice. On a roll of 1 the settlement is run by a rival Guild and all shop keepers will charge you double the normal price for anything you buy. On a roll of 2 or more you are allowed a 25% discount on all your purchases in that Settlement (round fractions up).

20 The extortionately expensive buffet drains your purse rapidly, deduct 3D6x10 gold from your total. However, you are able to sneak out with a stash of food secreted in your pockets, which amounts to D6 Provisions.

21 The inn is home to part of the vast Bretonnian chain of restaurants run by Pierre Victoire. It is very expensive, but the chance to mingle with the leaders of the community is too much to pass up on. For each course you eat (up to a maximum of 6) you must pay D6x50 gold and roll on the following table. You must pay for all the courses in advance. If you roll a duplicate roll, treat it as result 2.

D6 Roll Result

1 In a moment of clumsiness, your Warrior drops his cutlery, spilling food across his neighbour's lap. The cleaning bill will amount to D6x50 gold and your Warrior leaves immediately, red with embarrassment (any additional courses paid for are wasted).

2 Your Warrior has a splendid time, drinking a lot and savouring the most exquisite delicacies the Old World can offer. Nothing out of the ordinary happens though.

3 Your Warrior is fortunate enough to be talking to the Commander of the

Watch, who is thoroughly delighted by the tales of your Warrior's exploits. He is so inspired by your Warrior's adventures he commissions the biography, paying your Warrior D6x50 gold per Battle-level, as his assistants scrawl down the story of your Warrior's adventuring life. You must also come up with a suitable title, such as 'Keanu the Reaver – a Guide to Dragon Slaying' or 'A Day in the Dungeon by Magnus the Fiery'.

4 The head of the Merchant's Guild drunkenly agrees to finance your next expedition. After tomorrow's events have been resolved, roll a dice. On a roll of 1 he has forgotten all about it; on a roll of 2 or more your Warrior and the rest of the party may buy everything in this Settlement at half price (round all fractions up).

5 There are several young ladies attracted to your obvious wealth and power, and they sit mesmerised by your heroic tales. You dance with one particularly enchanting creature, whirling the night away in a hypnotising blend of drink and love. You find a small trinket in your clothing as you go to bed, a reminder of the wonderful evening. Your Warrior may use the trinket once per adventure to inspire himself. For the next D6 turns he is immune to Fear and Terror and may double his Attacks.

6 Your Warrior meets an important local Noble, who offers his patronage. In the next adventure, your Warrior earns double the normal gold value for Monsters he kills, up to a maximum of an extra 250 gold.

22 Despite the efforts of the Ogre bouncer, a rather aggressive Wizards' food fight devolves into random violence as chairs are hurled and bottles broken (see the Bar Room Brawls rules elsewhere in this article).

23 Your Warrior joins a mammoth drinking session of the Apprentice's Guild and soon ends up taking part in their traditional 'Best Steal' competition. Your Warrior must, in his drunken haze, pilfer the most impressive object he can think of. Of course, this isn't without risk as the Watch tends to look down on such activities. Roll a D6

D6 Roll Result

1 Your Warrior is caught by the Watch attempting to remove a park bench from the Emperor Gustav's Home for Retired Knights. They place in him in a drunk pen for the rest of the evening and then throw him out of the settlement the next dawn.

2-3 Your Warrior wakes to find the helmet of a Reiksguard officer clutched to his chest, however this unoriginal attempt is far surpassed by a statue of Karl Franz mounted on Deathclaw!

4-5 Your Warrior uses his vast experience and skill to procure himself a chalice of devotion from the local temple of Sigmar. The apprentices are duly awed by this and he wins whatever they have managed to find. Randomly determine one item of equipment from each store type, (the Gunsmith, General Store, and so on) and add them to your Warrior's list of equipment.

6 In a stunning display of daring and foolhardiness, your Warrior manages to break into the Mayor's stables and steal his prized racing horse. He wins the contest (see above) and also adds a horse to his list of equipment. However, when your warriors leave the settlement, roll a D6. On a roll of a 1 the horse is recognised and all the Warriors are thrown into prison for 2D6 days (the horse is taken back to its original owner).

24 After outjesting the most skilled raconteurs, arm-wrestling the Captain of the Guard and seducing the Mayor's wife, you decide to call it a day. Everybody has heard of your Warrior and either is attracted by his vast stores of charisma or is jealous of his achievements. Before entering a store or location in the settlement, roll 1D6. On a roll of 1, 2 or 3 the proprietor mysteriously closes early, slamming the shutters in your warrior's face. On a roll of 4 or more the owner is only too happy to have your Warrior's custom, calling his friends and family to meet you. Any expenses incurred (paying for services or equipment) is halved in that location.

BAR-ROOM BRAWLS

Even in the most sophisticated establishment, tempers can flare and disputes become resolved with physical violence. The Alehouse

table above includes several results that end with a Bar-Room Brawl. You'll need to apply some common sense to these situations, and there's plenty of room for additional rules of your own. If you are running your campaign with a Games Master, it's an ideal opportunity for bringing in many of the roleplay elements of Warhammer Quest, such as leaping over tables, grabbing improvised weapons and generally causing a lot of (non-lethal) mayhem. Note that these rules can also be used in other circumstances where unarmed combat is desired, such as trying to subdue an enemy to interrogate them later and so on.

When a Warrior descends to the bar, he rarely takes his whole pack along – after all he's out for a night of fun not a war! Warriors can wear armour, but may not bring along any other equipment. Participants in a Bar-Room Brawl may not use a weapon other than the improvised weapons discussed in the box (Over). If they were to kill somebody, the authorities would surely lock them up for a very long time (or even execute them!).

STARTING A FIGHT

When the Bar-Room Brawl starts, you will need a suitable floor plan (or a few if you want) to fight it out on. I've actually dug up my brush and water colours to make my own, which is by far the most satisfying solution. I've even got little lay-on counters for tables and chairs! If you don't like the idea of this, you can use an objective room as the main bar with perhaps a couple of dungeon rooms to represent snugs and other areas. (You can even use the ace floor-plans conveniently supplied in White Dwarf 223 for the Orc Bar-room brawl – Ed)

Roll 2D6 to see how many other models are fighting in the bar. Scatter these around the floor plan in a fairly random manner. I actually like to make up a little scene when I'm doing this – 'Well, these three over here were talking by the fireplace, this chap was at the bar ordering a drink and this is the barman with his cudgel jumping over the counter'.

FIGHTING IT OUT

The fight is resolved using the normal turn sequence, with the Warrior moving and fighting, then everybody else moving and fighting in the Monsters' phase. Rather than all attacking the Warrior, the other combatants

will also attack each other! This is where things get complicated and it's handy to have a Games Master. If you don't here's a good method for resolving this. Any patron attacked by the Warrior that turn will attack him back in the subsequent Monsters' Phase (moving and attempting to break pinning if necessary). Once that is resolved, nominate another fighter. He will attack the nearest model. The model attacked will attack back next. Then nominate another model, and so on. Warriors can use any appropriate skills they may have.

THE FIGHTERS

Below is a standard profile you can use for the other combatants. If you want to add a bit of variety you can include other races by using the Battle-level 1 profile of that race. For example, if there's an Elf present use the profile on the Elf's Warrior card. Or you may want an off-duty city guard, which means one of the fighters could have an additional point of Strength and you can add D3 to their Wounds. There's lots of other things you can do, especially if your warrior is of a fairly high Battle-level (Hero or Lord) which will make things a bit more challenging. For example, you could pick an appropriate skill from one of the Warriors and give that to a local prize fighter who will use it instead of attacking normally on a D6 roll of 4+.

	M	WS	BS	S	T	W	I	A
Joe Public 4	3	3	3	3	3	3	3	1

PINNING 5+

SPELLS

Warriors with the ability to use magic cannot do so in a Bar-Room Brawl, it's far too

insignificant to waste all that energy on! You may like to come up with rules that link the Power phase to the Watch appearing, or maybe more fighters turning up (or another Warrior!).

WHEN DOES IT END?

The Bar-Room Brawl ends in three ways: when there's nobody left to fight; when the Warrior is reduced to zero Wounds and when the Watch arrives. The first two are pretty self-explanatory, while the following rule deals with the last. At the end of every turn roll 2D6 and deduct the sophistication level of the establishment. If the total is less than the number of turns already played out, the watch arrives to restore order and the brawl ends.

THE CONSEQUENCES OF VIOLENCE

Any Warrior reduced to zero Wounds is not dead but merely unconscious. As soon as the fight is over they are restored to one Wound by the ministrations of concerned locals. Any other Wounds which have been lost must be regained in the normal way, by using Bandages, Provisions and so on (just cross them off your equipment list and add the Wounds on to your total). A Warrior gains 50 gold for each patron he reduces to zero Wounds (quickly rifling through their pockets while everybody else is distracted). If the Watch arrived to break up the fight, roll a D6. On a roll of 1, 2 or 3 the Warrior is jailed for the next D6 days during which he may do nothing but does not have to pay living expenses. On a roll of 4 or more the authorities recognise the Warrior's attempts to restore order and reward him with 2D6x10 gold.

FIGHTING DIRTY

If your warrior is fighting completely unarmed, he may not add his Strength to any damage rolls he makes. However, he may be able to lay his hand on an improvised weapon. At the start of the turn your Warrior may forgo any attacks in an attempt to search for a likely looking weapon. Choose a weapon from the list below to search for and roll a dice. If you score equal to or more than the number shown below your Warrior has found it. The weapons have the rules detailed on the table (over).

I'm sure you can come up with plenty of others...

AND ALL THE REST...

There are lots of other ideas you can develop for bar-room brawls, and alehouses in general.

Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!



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Weapon	Pick up on (D6)	Effect
Bottle	2+	Adds +2 to damage rolls, may be used in hand-to-hand combat or thrown up in three squares. Use once only.
Chair	3+	Adds +3 to damage rolls, but is destroyed if total damage equals 7 or more.
Table	4+	Only Warriors with a Strength of 7 or more may use it. Adds +4 to damage rolls.
Hot soup/drink	4+	Splash into foe's face, reducing their attacks by 1 for D6 turns. Use once only.
Plate, tankard	5+	Ringed weapon only, adds +2 to damage rolls, range is 3 squares. Use once only.

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SPACE HULK™

Superior Firepower

Superior Firepower



SPACE MARINE WEAPON VARIANTS

By Andy Hall

We found Andy cowering under a box of rubbish in Mail Order, obviously being the result of a failed genetic experiment to create the ultimate Mail Order Troll! We took pity on him (after all, just take a look at his piccy!) and then remembered that he was the author of the rather splendid and incredibly beardy article 'He plays like a Daemon' from both Journal issue.8 and the Blood Bowl Compendium. With that in mind

we thought that it wouldn't hurt to let him have another go, so here it is!

SPACE HULK: EXTRA WEAPONS

A good while ago, in White Dwarf 200 to be precise, there featured a Space Hulk article by Dean Bass called 'Fangs of Fenris'. This article first introduced the Terminator weapons, Assault Cannon and Chainfist for use in Space Hulk. Andy has long since developed his own rules for all of the Terminator weapon variants. We've included the official White Dwarf rules here (in grey) for you to use as a comparison and decide which you prefer.

ASSAULT CANNON

Roll 3 fire dice and the jam dice each time it is fired. Hits and Sustained Fire hits count on all shots, and if more than one kill is scored a second (and even third) target may be removed as long as it is within two squares of the original target and it is normal Line of Sight and Fire Arc of the firer. If a Jam is rolled, the Assault Cannon jams after that burst of fire is resolved and will take 2 APs to clear. A Terminator armed with an Assault Cannon may go onto *Overwatch* by spending 2 APs as normal.



Assault Cannon

This is a heavy weapon capable of mass target eradication. Even the tough hides of the Genestealers will struggle against the onslaught of this cannon. The targeting rules apply as normal, it costs one AP to fire the Assault Cannon or move and fire just like a Storm bolter. Roll both Firing Dice and treat the *Sustained Fire* result as a hit even if you are firing your first burst or you are moving or have moved previously, the sheer volume of shells means you get the *Sustained Fire* bonus instantly. Furthermore, any *Sustained*

Fire hit or 'Hit' result may immediately be re-rolled to increase casualties. You may continue to do this until there are no more viable targets in sight, or all dice come up as misses. This is known as a 'burst'. You have ten bursts per magazine and usually one magazine each mission.

Example: A Marine armed with an Assault Cannon starts his move in a corridor with five Genestealers coming towards him. He spends the first of his four action points firing but unfortunately both dice roll as misses. This time the Marine moves forward and fires once more. The Marine player rolls the dice and comes up with a Hit and a Sustained Hit result which is two kills, leaving three Genestealers left in the corridor. Because the Marine scored two hits he may immediately roll them again and it still counts as one burst. The re-rolled dice land as one miss and one hit. One more Genestealer is wasted. The Marine player rolls the single fire dice that previously scored a hit and rolls a Sustained Fire result killing off another Stealer, leaving one left. The dice is thrown once more but this time comes up with a miss result ending the burst and leaving one out of the five Genestealers alive.

*After all that, the Marine has still only used two action points. So his final two AP's are spent placing him on *Overwatch*.*

Assault Cannons on Overwatch

The normal rules apply except that unlike Storm Bolters the Assault Cannon fires as described above (*Sustained Fire* results still apply), with the exception that the jam dice is rolled in conjunction. If a *Jam* result is rolled work out the rest of the burst as normal, but after then the Assault Cannon may not be fired again until it is cleared. It costs four APs to clear a jammed Assault Cannon. Furthermore, the jam dice must immediately be re-rolled and if it jams a second time then the Assault Cannon has malfunctioned and explodes destroying the Marine and anything in adjacent squares. Do not forget to subtract the bursts while firing on *Overwatch* or that you must fire until *Overwatch* is ended.

Lightning Claws

Once mastered, Lightning Claws are the most deadly close combat weapons available to the

Space Marines. When fighting in close combat a Marine armed with Lightning Claws rolls two dice and adds two to each result (2D6+2) he may then choose the highest score. The Marine may also *Parry* and force the Genestealer to re-roll one of his dice. If attacked in the side or rear he may only roll one dice as if he had a Power-Fist.



Thunder Hammer and Storm Shield

These are ancient weapons passed down through the Chapters and they are rightly feared in close combat. The Storm Shield causes the attacking Genestealer to roll two dice in combat instead of the usual three. The Marine rolls one dice and adds two to the result (1D6+2). If attacked in the side the Marine still gets the bonus of the Storm Shield (Stealer player rolls two dice), but may only roll one dice with no additional bonuses. If attacked from behind he is treated as a Power-Fist armed Marine.

The Thunder Hammer may destroy doors and bulkheads automatically, even if they are locked. This is a free movement and does not cost any Action Points.

Chain Fist

When passages are blocked with fallen debris Marines armed with Chain-Fists are called in to clear the way. The Chain-Fist has the same close combat properties as the Power-Fist, but furthermore, it may be used to cut through blocked passages, doors or bulkheads at a cost of one AP.

CHAIN-FIST

A Terminator armed with a Chain-Fist may add +1 to his close assault score when attacking, or if he is attacked from the front. If attacked from the side or rear he will not get this bonus.

**Space Marine Captains**

The Captains of the First Company are probably the Chapter's most capable warriors. They will usually be in charge of the whole boarding operation. A Captain is usually armed in the same manner as his Sergeants (Power Sword and Storm Bolter). If the Captain is in your squad you may immediately +2 to your Command Points each turn because of his superior leadership skills. If the Captain is in close combat a draw result is counted as a Marine victory due to his excellent fighting capability. When he fires his Storm Bolter he may re-roll one miss dice once to improve his chances of a kill, even in *Overwatch*.

**SPACE HULK MISSION:
FIRE CORRIDOR**

The material Universe ripped in half as the large dormant form of a Space Hulk dragged itself from Warp space. It drifted, heading towards the gravitational pull of a Class M planet named Danus (*Hub, Hub, that sounds like... - Steve shut it! - Ed*). It was soon discovered that the Hulk lay on a collision course with Danus, which was deemed unacceptable due to the high human population and the fact that if Genestealers were aboard the Hulk possible infestation of the planet's population would probably ensue.

The Blood Angels Chapter of Space Marines dispatched an expeditionary force to deal with the Hulk. The mission was to twofold: investigate the Hulk for ancient artifacts and information and then to Fusion bomb the Hulk out of existence to prevent collision with Danus.

The Blood Angel Strike-cruiser, *Eternal Soul of Sanguinius*, approached the drifting Hulk. Long-range sensors had already established mass life signs. Recon Probes containing C.A.T.'s were dispatched all over the Hulk. Within hours the Tech-Priests reported that only one C.A.T. had any worthwhile information, that of the possibility of surviving Dark Age Technology which was, however, located in an area of highly volatile gases. Two squads were immediately dispatched to reclaim the C.A.T.

MISSION SPECIAL RULES

The central area of the map, within the dotted line, is the 'Danger Zone' which contains a high proportion of unstable and noxious gases leaked from ancient power conduits, which is probably why the C.A.T. is non-functioning. While in this area no weapons may be fired (I want you to collect magazines from everybody - I can't have any firing down there!) as a resulting explosion could destroy the Hulk and compromise the mission. However, close combat weapons are unaffected by this penalty and may function as normal.

All bulkheads in this mission may be sealed to prevent further Genestealer entry. It costs one A.P. to seal a bulkhead and when this is done Stealers may only pass through after they break it down by rolling a '6' against it

in close combat. The Marine player may re-open an already sealed bulkhead at a cost of three A.P.'s.

If the Marine player moves the C.A.T. out of one of the two Marine entry points it is classed as a Marine victory. Any other result is a Genestealer victory. The Marines go first and the Mission lasts for eighteen turns.

MARINE FORCES

Two squads each consists of:

- Led by a Captain and the other a Sergeant
- Marine with Storm Bolter and Chain-Fist
- Marine with Assault Cannon
- Marine with Lightning Claws
- Marine with Thunder Hammer and Storm Shield

GENESTEALER FORCES

Four blips may be placed anywhere on the board at the start of the game. Three blips of reinforcements per turn.

BRIEFING:

At least one Marine must retrieve the C.A.T. and return to one of the furthest deployment squares.

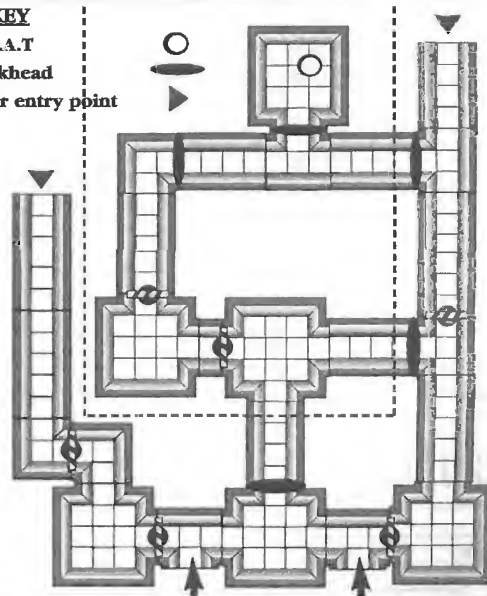
Genestealer Forces: You may place 4 blips on the board at the beginning of the game. The Genestealers receive 3 blips of reinforcements per turn, only one reinforcement blip may be placed within the Danger Zone, out of sight or any Marines per turn.

HANDY HINTS

For the Marines the best bet is to place the Assault Cannons at the end of the main corridor. Storm the Danger Zone with your close combat Marines and seal the Bulkheads as soon as possible.

The Stealer player has a high contingent of reinforcements. Use these to swamp the Danger Zone hopefully stopping the Marine player from cutting you off. The pivotal bulkhead is the one that connects the Danger Zone to the entrance corridor - you must keep this open at all costs.

KEY
C.A.T.
Bulkhead
Genestealer entry point



Mission Map - FIRE CORRIDOR

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DATAFAK

LOCATION: Suite #100
1323-102nd Avenue
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British Columbia,
Canada

TIMES: ALWAYS!, 24 hours a day, 364 days a year.
(well, practically always!)

AGE LIMITS: None, must be housebroken though.

Fees: \$20.00 per month
Membership, \$3.00 per day
drop in.

GAMES PLAYED: We play all GW games and if you name a game, we've probably try. Plus almost any other game on the market today.

FACILITIES:

- SDI gaming tables with enough scenery to cover them all; designed for all variety of tabletop games.

- Painting area with semi-communal 'Bitz box' and access to club paints and brushes.

Beverage and junk food available;
refrigerator, microwave, toaster, teapot,
coffee maker etc. available.

• In house army for Warhammer available (free of charge)

- Area for watching videos (equipped with TV, VCR and Nintendo) and playing video games as well as an area for role playing games.

- Individual storage facilities available: both secure lockers (limited) as well as open storage shelves for holding personal goods/armies

- Library of magazines, army books, games and fictional novels available to club members. Oh yeah, and a pool table.

• Free parking on the east of the building

CONTACT: Roy Scafe, President
Dave Simcox, Vice President
Dwayne Joy, Secretary
Blair Regenwetter, Treasurer
Alaina Simpson, Public
Relations
George D'Amato,
Extra SQUIG.

Since first featuring Overwatch! in issue 24 we've been literally inundated with clubs asking for a few pages of coverage. So much so that even from the very four corners of the globe they've been sending us datafaxes! This issue's Overwatch! puts the spotlight on 'The South Peace Society of Quintessential United Independent Gamers', or S.P.S.Q.U.I.G.S for short, in British Columbia, Canada. You'll soon discover that there's more to Canadians than Moose, Mounties and mountains because underneath their modest, mild mannered exteriors there lurks the hearts of true 'frothers'!

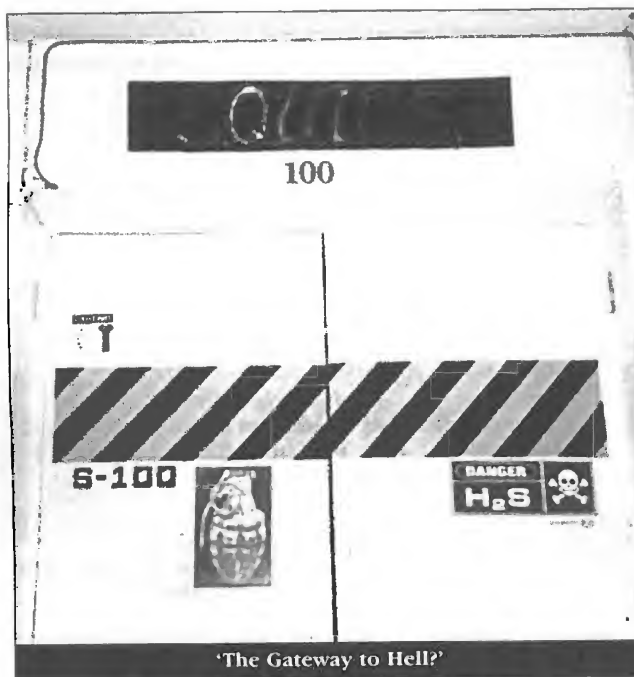
S.P.S.Q.U.I.G.S

(South Peace Society of Quintessential United Independent Gamers)

Origins

Well then... so it begins. We were summoned forth from the deepest pits of the Abyss to claim this world as our... whooops! Wrong origins! Ahem, I suppose I'd like to start this by pointing out that we are a club unlike any other I've ever seen. Rather than meeting only once or twice a month, we are an ongoing permanent facility, open practically 24 hours a day. We pay rent for the space we have and act independently of any store or other single supporter, relying merely upon membership to remain open. I digress, I'm getting ahead of myself.

We were officially formed and had our first real game on New Years day of 1996. Before that time all gaming was to be had at people's homes, and once a week at the local gaming store. The problem with in-store gaming was that there was never enough space for everyone wanting to game, conditions were crowded, and tempers flared. Gaming at people's homes tended to isolate the gaming group from others in the area, plus it was hard to get good scenery unless you made it yourself which few people had the ambition to do. Another problem with in house gaming



'The Gateway to Hell?'

was getting access to the house from the parents for a game to go on.

The concept of creating an 'official' gaming place, a gaming club, was one that had been tossed (*I say, tossed sir? Oh... suits you - Ed*) about for some time, years in fact, amongst the individual gamers and gaming group in the town. The problem being as each group was isolated from the others, nothing ever became consolidated, none of the talk ever progressed into action. That was until 'Vinny J's' (Gaming store) began having in-house gaming and drew in all of the



NOW that's what I call a gaming club!



Just a small selection of some of the club's armies!



There's no end to the Squigs's modelling and engineering skills



A comprehensive gaming library, a huge gaming table...

different people under one roof. It took only a few months to see that the facilities of in store gaming were insufficient to handle the demands of the gamers and so Vincent Fudge (owner) called together a meeting of serious gamers at the local pub and we sat down and began to plan out the creation of a gaming club. There were about twelve people at the first meeting and we began to lay out the

ground work for what was to become the first gaming club in the area.

From the first brainstorming session we had another meeting and then, all of a sudden, we were up and running. From the first meeting until we played our first game in our new home was accomplished in less than two months time. Everything just fell together so



Hungry or thirsty?... Sorted!



The Squigs are even equipped with the latest computer technology!

smoothly that we registered with the province to become an official society and appointed our first heads of the newly formed club. There were very few unforeseen difficulties other than government red tape, and coming up with a name. Our first couple of months we flew by the seat of our pants and thanks to the generosity of the Landlord (Lord Bob) and his giving us a break on rent, we managed to stay afloat until enough people joined to make rent payments a reality.

Gaming

At the club we play pretty well any and all games, both Games Workshop as well as other strategy, tactical, role playing, card and board games. There is hardly a single game that we haven't at least tried. Games Workshop games remain amongst the most popular: primarily because of the quality of the miniatures (but not the price) and because of the ease of play. Games Workshop also offers a variety of tabletop war games that appeal to both the fantasy as well as the science fiction player of strategy and tactical games. After the Games Workshop games comes Magic the Gathering, a CCG by Wizards of The Coast. It is a long standing

permanent game that is a major drawing feature for the newer members.

At the club we have five tables for war gaming on, scenery to cover them all, as well as a table area for role playing, a pool table, and two tables for painting and modelling on. We have also got a separate area with TV, VCR and video games (Nintendo) for people to play when they burn out on the other games. Our hours are wide open. All members in good standing have open access to the club during regular business hours; and after business hours four of the executive have keys to unlock and lock up the building, and one of them must be present for the club to be open.

Although we have never sent any members to GW events there is always the possibility of this happening in the future.

If you would like *Overwatch!* to target your gaming club or community write to us at *Overwatch!* Citadel Journal, Games Workshop, Willow Road, Nottingham NG7 2WS or call on (0115) 916 8162

WARPED VISIONS

WARPED VISIONS

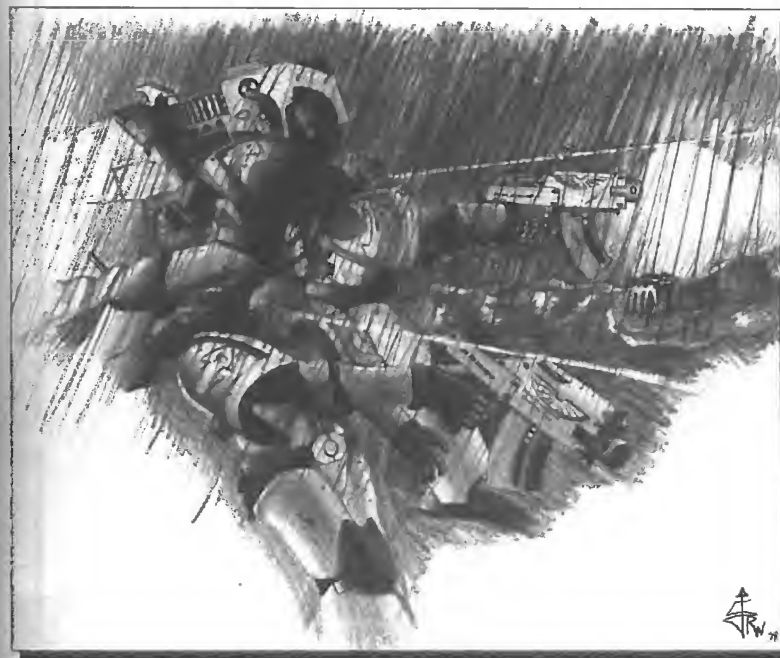
Yes, Warped Visions, the gallery of fantasy art returns to enlighten and exhilarate mere mortals like yourselves...



Glen Queen of Harlow, Essex submitted these dark and heavily stylised ink compositions (Gorka Ork, below and Vampire Lord, left) to Inferno! They only just missed the mark, so we thought they'd snap them up instead.



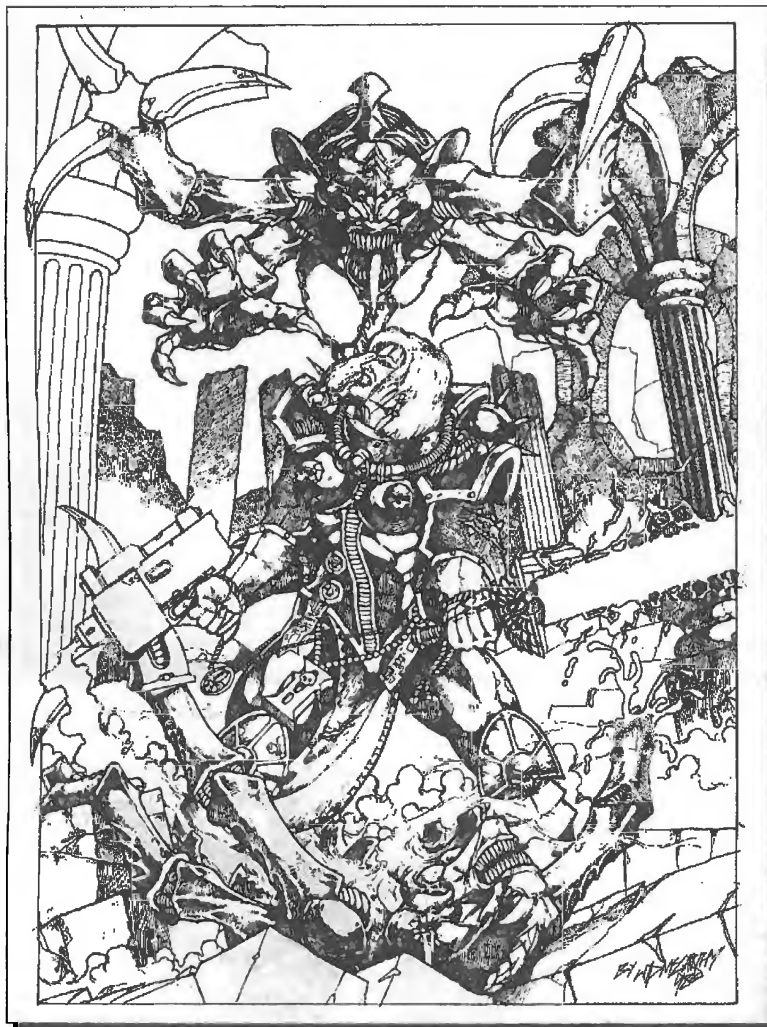
One of our fav's this, sent in by Steve 'Gogzilla' Lillie from Walthamstow, London. He said that he based this nutty-looking Pain Boy Doc on his dentist who is known locally as 'The Butcher'! Steve (unsurprisingly) is a self-confessed 'Greenskin' himself and just loves to draw and paint anything that's Orky.



These rain-soaked, hard pressed Space Marines (above) were sent to us by R.M. Whelan of Mold, Flintshire. He also loves to write scenarios and rules for Warhammer 40,000.

Norman Riess of Neuwegeuseu, Germany sent us this dynamically posed Callidus Assassin, which we think really captures the athletic grace of the Callidus.





Good, old reliable W. D McCarthy of Dunstable, Bedfordshire once again delivers the goods. This time with this cool picture of a (soon to be deceased, perhaps?) Sister of Battle fighting Genestealers. It's amazing just how popular the Sisters are becoming for artists (*keep those pictures of the Sisters under correction coming!*).



Thunderhawk Gunship

This special kit is not on general release and is available through Mail Order UK only. These models are made to order and as such there may be a few days delay as we put your order together (there are literally scores of parts to the Gunship alone!).

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The Attack on Doran VI

By Andy Judson

Andy's miniatures featured on issue 27's inside covers and now he's followed them up with this short and slightly bizarre scenario, introducing another of his conversions; the totally vulgar and wholly homicidal Festasmus the Putrid, cancer of worlds (*I'm sure I went to college with that bloke! - Ed*). Andy simply loves to convert models, be it for any of our systems, he's never happy unless he's got a pair of pliers in one hand and a tube of glue in the other and has been modelling and converting for a number of years now. He's also a little partial to the odd (you said it!) game of Warhammer or Warhammer 40,000 as this article is testimony to.

INTRODUCTION

From the Dark Nebula they came, in their rusted, disease-ridden ships, hordes of pestilent, corrupted Plague Marines and their Daemonic masters. Why Festasmus and his army chose Doran VI over the other nearby worlds could only be guessed at by the citizens of that ill-fated planet. Who knows what drives his evil, infested mind? It was not for revenge against one of the loyal Space Marine Chapters, that at least is certain. The only defenders of that cold, backwater planet were a regiment of Imperial Guard and the ill-armed citizens under the command of Captain Jeremiah Bone. What Festasmus was truly after was an arcane tome from before the Age of Strife. The book details the biological experiments that were conducted on Doran VI before the infection and destruction of the entire population of the planet and many surrounding worlds. With it in his half-rotted hands, Festasmus hoped to unravel the mystery of the ultimate plague - and the antidote...

THE BATTLE

TERRAIN

To represent the fact that Festasmus doesn't know exactly where the mystical Book Of Arcane Knowledge is, the objective is 6D6" from either yours or your opponent's table edge (determine this randomly) and 10D6" from either the table edge to your right or left

(again, determine this randomly). These distances may be changed as is appropriate to the size of your table. (If, for example, the objective ends up being off the opposite side of the table!) The Objective is represented by a Battle Bunker to represent the fortified building that the Book of Arcane Knowledge is stored under heavy guard. All other terrain features should be determined randomly.

THE IMPERIAL FORCES

The Imperial forces present are the 103rd Catachan regiment, which has been seriously under strength since recent pirate raids. Because of the depleted nature of the ground defenses and the seriousness of the situation, the local civilians and technical crews have been drafted in to form a reserve militia.

Mission: RESCUE MISSION (Attackers)

The Imperial player may choose a 1,500 point force from the following list:

Command HQ Squad:

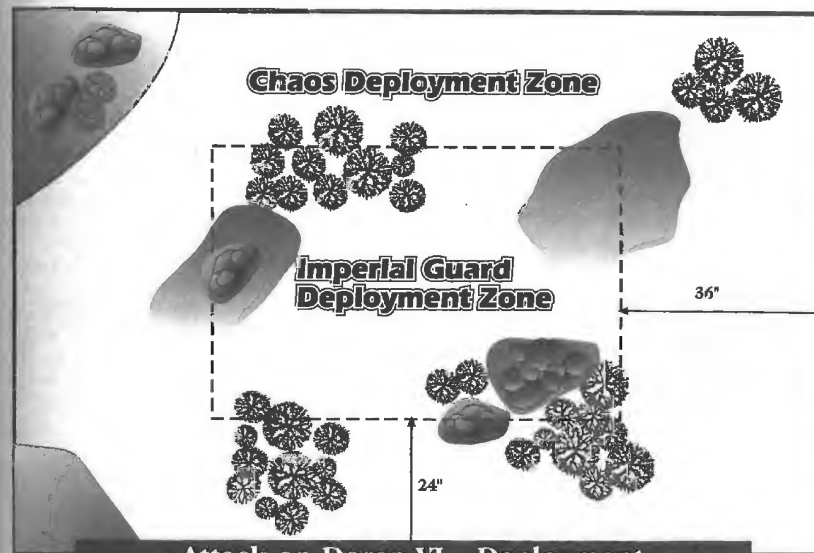
Captain Jeremiah Bone/ 1 Primaris Psyker/ 4 Imperial Guardsmen.

Primaris Psyker: May be Primaris, Champion or Master Level.

0-2 Command Squads.

2+ Citizen Militia Squads (see below).

1+ Imperial Guard Squads.



Attack on Doran VI - Deployment

0-1 Ogryn Squads.

0-2 Imperial Guard Heavy weapon Squads.

0-3 Tanks/vehicles.

0-1 Legion of the Damned squad as Space Marine allies.

Up to 1/2 of the squads may be upgraded to Veterans.

SPECIAL RULES

Citizen Militia Squads.....3 points per Citizen

These represent the unskilled, untrained civilians of Doran VI, forced to take up arms against the foul servants of Chaos. Most are Administratum clerks, technicians and lowly servants and labourers, all non-combatants and horribly unprepared for the conflict about to come. Needless to say, these conscript troops are not particularly well motivated and will prove less than effective in battle. Still, beggars cannot be choosers...

Profile	WS	BS	S	T	W	I	A	Ld
Citizen	2	2	3	3	1	3	1	6

A Squad consists of 5-15 citizens.

Equipment: Knife.

Options: Citizen Militia are armed in exactly the same way as Frateris Militia from the Sisters of Battle Codex and needn't all be equipped in an identical manner.

Any models may be equipped with either: a Shotgun (+1 point per model), an Autogun (+2 points), or a Lasgun (+2 points). Any models may be equipped with Stubguns (+1 point each), Autopistols (+1 point each), and Lasipistols (+1 point each). Any models may be equipped with a sword, axe, club, etc. (+1 point each).

Special: Citizen Militia squads are subject to the psychology rules for *Stupidity* unless a member of a Command Squad is within 4" of a member of the squad. Needless to say, they may not be given *Veteran* Skills.

FESTASMUS'S CHAOS WARBAND

For centuries the foul spawn of Nurgle, Festasmus, Cancer of Worlds, has brought unclean war to the loyal children of the

Emperor. His eternal quest has taken him from world to world, from the cold, dark eastern fringes to the ancient star clusters of the galactic core, all in search of one elusive thing.

Now, after long years of slaughter and battle he has found his prize... The Tome of Archaic Knowledge, thought to be most of the biological lore collected by the Departamento Biologica of the Administratum.

Mission: RESCUE MISSION (Attackers)

The Chaos player may choose a 2,000 point force from the following list:

The army is led by Festasmus the Putrid and his Bodyguard. See special rule for Festasmus and his Bodyguard.

0-1 Mighty Champion with the *Mark of Nurgle*.

Any Squads may include an Aspiring Champion.

Any number of Plague Marine Squads.

0-1 Plague Marine Terminator Squad.

Any number of lesser Daemons of Nurgle.

0-1 Great Unclean One (yuk!).

0-2 Vehicles with the Daemonic Possession Vehicle Card.



Nurgle Chaos Terminators

DEPLOYMENT

The Imperial Guard set up first – see the deployment map.

SPECIAL RULES

The teleporters on Festasmus's Ship are malfunctioning and not all of the army may come down at once. At the start of the battle, before the position of the objective is determined and before the Imperial Guard player has deployed, the Chaos player must place a marker for each of his squads in the appropriate place that he wants them to teleport to. He might want to draw the positions on a map so that the Imperial Guard player doesn't know where they are landing.

At the start of each of the Chaos player's turns roll a D6 for any squads that are to be teleported. On the first turn, each squad needs a 5+ on a D6 to teleport successfully; on the second turn a 4+ and so on until they materialise.

When a squad manages to teleport there is still no certainty that it will materialise where it is meant to or whether it may be transformed into a disgusting mess of primordial ooze (praise be to Nurgle!). To represent this, when a squad teleports, roll the scatter and artillery dice and a D6. The



Festasmus with his bodyguard

direction on the Scatter dice indicates the direction in which the squad is off target and the artillery dice and D6 added together indicate how far by.

If the Scatter dice comes up as a 'HIT' then the squad is bang on target. If the Artillery dice comes up as 'MISFIRE' then something has gone disastrously wrong – roll a further D6: a score of 1, 2 or 3 indicates that the squad has been lost in the Warp and that their souls are consumed by the Daemons that inhabit it. They count as destroyed for Victory Point purposes although the Imperial player doesn't get the +1 Vp bonus for the *Engage and Destroy* mission because they didn't actually kill them. A result of 4, 5 or 6 means that the squad is delayed until their next turn, roll the dice again (Scatter, Artillery, and D6) at the start of the turn.

It is perfectly possible, although unlikely, for a squad to be delayed for the entire battle or to materialise off the table. If this happens, then the squad has no part in the battle but they are not dead for victory point purposes. If the game is part of a campaign then the squad eventually finds its way back to the main force by the next battle.

SPECIAL CHARACTER

Festasmus the Putrid, Cancer of Worlds

Chaos Sorcerer Lord of Nurgle...250 points
+148 for his Bodyguard

Festasmus the Putrid has taken part in countless raids on Human worlds and in nearly all of the Black Crusades in the ten millennia since the Horus Heresy. Even before the Heresy Festasmus was one of the leading experts in biological warfare and used his psychic powers to create devastating virus bombs and gas grenades.

He is a bitter, twisted shadow of a man and is forever striving to relieve his agony and inflict it on others. He is extremely paranoid and likely to become dangerously jealous if anyone appears to get more attention than him. For this reason Festasmus has a bodyguard of his most trusted minions to praise his every action, blame others for his failures and basically boost his confidence.

He is one of the few Sorcerers who survived the contagion that infected and killed nearly half of the Death Guard legion. For this he blames the Emperor for creating him and the loyal Space Marines for forcing the Death

Guard into the warp storm. He also blames the other Traitor Legions for abandoning them, anyone but his fellow Plague Marines.

While the rest of the Death Guard were fleeing from their Imperial pursuers, Festasmus's ship was caught in a Warp current and carried to an uncharted part of the galaxy. Unable to control his ship, Festasmus crash-landed on a planet inhabited by a lost human colony. With the aid of the Death Guard who survived the landing, he killed the leader of the colony and enslaved the population.

By sheer luck or Nurgle's design, the humans on the planet, which he called Mortarion in honour of the legion's Primarch, had the technology and resources to build Warp-capable ships to travel quickly between worlds and star systems. This he used as his base of operations until he found the small Warp storm known as the *Dark Nebula*. This evil tract of space contains three planets. On each of these planets – Festasmus has at least five separate, well hidden laboratories, each of which is protected by a contingent of Plague Marines.

He has extensively charted the surrounding systems and knows all of the sites best suited to ambush Imperial science and research ships. With Power Armour salvaged from dead Space Marines he, with a little help from the infamous Fabius Bile, has managed to create more Plague Marines to serve him.

Festasmus is constantly on the look out for new and deadly varieties of toxins and radioactive waste within The Dark Nebula to create hybrid diseases and contagions. He hopes that one day he can use his extensive knowledge to gain power over the Imperium itself and put the loyal Space Marines in the same pain and suffering that he is in. His speciality is to visit the most densely populated hive worlds, unleash a deadly toxin into the air or water supply and stride through



Festasmus the Putrid

the hives, watching the inhabitants die slowly and painfully as the disease reaches epidemic proportions.

During his quest for the ultimate plague, his plans have been foiled many times by the timely intervention of the Imperial guard. Over the years, Festasmus has developed a bitter hatred for the Imperial Guard and has sworn that they will be the first target for his plague.

His recent discovery of the existence of an ancient tome on the planet on Doran VI places him one step further to achieving his goal. This book details the numerous experiments in chemical warfare from before the Age of Strife. The experiments were ended suddenly because there

was no-one left alive to continue them.

You may include Festasmus as an independent character or as the army commander. He may lead the army if it consists entirely of Plague Marines, Daemons of Nurgle and Characters with the mark of Nurgle. The army may have 1 Chaotic Daemon engine of Nurgle per 1000 points or part thereof. For example, if Festasmus is commanding a 1500 point army, it can contain up to 2 vehicles with the Daemonic possession card. It can not contain any other vehicles. Festasmus has a Strategy rating of 5.

Profile	WS	BS	S	T	W	I	A	Ld
Festasmus	7	7	5	6	4	7	3	9

Weapons:

Festasmus – Bolt Pistol, Mk 1 Plasma Pistol, Power Axe, Frag & Blight grenades.

Bodyguard – Boltguns, Blight grenades, Plague knives, Mk 1 plasma gun.

Armour: Power Armour (3+ save).

Wargear/Rewards: Festasmus and his bodyguard have the Chaos mark of Nurgle. Festasmus may have up to 4 wargear cards

and/or Nurgle Rewards, 2 of which are always Nurgle's cloud of flies, and Nurgle's Rot.

Special:

Sorcerer – Festasmus has a mastery Level of 4 and may draw powers from the Nurgle, Librarian and Adeptus decks. At least 1 power must be drawn from the Nurgle deck.

Bitter enmity – Festasmus *Hates* any Imperial Guard including Ogryns, Ratlings and support weapons etc. (not allies) as described in the psychology section of the Warhammer 40000 rulebook. An army including Festasmus may not take any Imperial Guard allies.

Immune – Festasmus is not affected by any kind of gas or virus due to his amazing knowledge and vast array of antidotes.

Bodyguard – Unlike most Chaos Sorcerers, Festasmus has a bodyguard of 4 Plague Marines. They must attempt to stay within 2" of Festasmus at all times. Should they all get killed, roll 1D6 at the start of his turn. On a roll of a 1, roll a further D6:

1D6 Result

1. **FLEE!** – Festasmus is really unnerved and must pass a leadership test or flee 2d6" towards the nearest table edge.

2. **TRAITORS!** – Festasmus thinks that every one is trying to kill him. Roll the scatter dice, he fires (D6 1-3) his Mk 1 Plasma Pistol or (4-6) his Bolt pistol in that direction. If there is a model within an inch of that direction and in range, roll to hit and wound as normal be it friend or foe.

3. **HIDE!** – Festasmus thinks he sees everyone bringing their weapons to bear on him. He decides that it's much safer and more sensible to hide and cower... Festasmus moves his full move towards the nearest cover.

4-5. **ERR** – Festasmus is so lost in his fear that he forgets what he was going to do and just stands still gibbering.

6. **CHARGE!** – Festasmus realises that the only way his army will respect him is if he gets to the enemy first and kills them all single handed. He runs his full move towards the nearest enemy, charging them if possible. This doesn't count towards his normal move that

turn, although he may not shoot that turn.

Making your very own Festasmus Conversion

If you would like to make your own Festasmus conversion to accompany your Chaos Nurgle army you will need the following pieces:

- 010102202 – Dark Angels Interrogator Chaplain Asmodai body (with Crozius Arcanum removed).
- 102794 – Plastic Chaos Marine backpack with lots of wires and stuff
- 103437 – Plastic Space Marine Power Axe from the close combat sprue.
- 102798 – Plastic Chaos Marine right arm.
- 010202025 – Metal Chaos shoulder pad No. 16
- 102732 – Plastic Ork Plasma Pistol.

Convertin' – First, I filed off the Dark Angels insignia. Then I clipped the Crozius Arcanum from the figure's hand and glued the power axe in place. Then the right arm was glued to the body, the Plasma Pistol and shoulder pad to the arm and finally the backpack was glued to his back. TA-DA! One mean and smelly Nurgle mutha ready to paint.

Paintin' – After the black undercoat was dry, Festasmus's robes were painted *Dark Angels Green* and roughly highlighted in *Snot Green* and then *Goblin Green*. Any metal bits were drybrushed *Tin Bitz* and then lightly with *Boltgun Metal*. Gloves and a few other areas were painted with *Blood Red* straight onto the black undercoat.

Finally, the mask was painted with *Bubonic Brown* and highlighted with *Bleached Bone*. His eyes were re-undercoated white then painted *Yellow* and shaded with *Red Wash*. The Power Axe head was painted *Dark Blue* and highlighted in a lighter blue.

Keep your scenarios, campaigns and house rules coming, although remember we're into a new and glorious edition of Warhammer 40,000 now so we will up-date all your articles if need be!

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Striking a Deal...

Making deals, breaking deals and plain old double-crossing in the Underhive.

By Dalga Faik with fellow conspirator Nick Piachaud

Dalga, from Southgate London, describes himself and his partner in crime, Nick, as both being fine and upstanding teenagers despite being a little nuts! They've been playing Necromunda since it came out all those years ago and are self-confessed addicts. They're both a little partial to GorkaMorka as well and practice their 'Vroom! Vroom!' sound effects until the early hours of the morning! Dalga loves westerns and gangster movies, especially when they've got a central theme of conspiracy and double-cross. We, of course, would have never of guessed...

In Necromunda, two gangs making deals with one another is not unheard of, in fact, it's a way of life. One gang wants to wipe out its enemies so it will often enlist the help of another gang to do it.

Making a deal could occur in the post-battle sequence or in the special scenario later on in this article. If two players wish to make a deal then they can follow these special rules. If a member of either gang has a *Bitter Enmity* against a member of the other gang, then you can pretty much kiss the prospect of a deal goodbye.

Trying to strike a deal could result in several things: a double cross, a legit deal including a one scenario deal or a long term deal. The Double-Cross is outlined in the scenario that follows. Deals, however, can be made very easily, they don't require a whole game, just a simple meeting of the two leaders concerned (unless you want to utilise 'The Meet' scenario).

THE SET UP

In order to set up the deal the two Leaders must meet. These are often tense arrangements, with itchy trigger fingers and hush shows of bravado permeating the unfriendly silence. Set up a small skirmish area 16"x16" with a clear central area containing some significant terrain (crates or such like). Each gang should deploy on the

edges (*Vents*, etc. may not be used) and in their movement phases the Gang Leaders should converge on the central terrain to talk. The less weaponry a Leader is carrying is a sign of good faith and details must be disclosed when they meet (prior arrangements can be made stipulating this, it is entirely at the discretion of the players).

Only D6+2 members of each gang may taken as bodyguards. Heavies may not be taken because if things go sour, the gangs aren't going to want to risk losing a heavy weapon.

By the time the two leaders meet, the players should have in mind whether they want to make a deal or not. At any point during their move a player may attack the other gang if they wish to (but it will certainly get them a bad name to say the least!). The leaders may also join in.

If combat commences, then go straight to the Double Cross scenario. If this isn't the case then follow these rules:

STRIKING A DEAL

The two leaders must be facing each other from across the crates. The players roll a D6 and apply the result immediately.

D6 Roll

Result

1-2 The gang with the higher rating refuses to deal with the other gang because

they consider them to be below them and therefore scum.

3-4 A one scenario deal has been made. At the beginning of the scenario, the player with the gang with the highest rating rolls a D6 and writes it down hiding the result (in these circumstances it is always wise to have an impartial observer), on a 1-3, the deal sticks, but on a 4-6 the deal is broken. The higher rated gang may attack or leave the gang it is supporting at any time during the scenario on a broken deal result. The deal is ended and may not be attempted again if this happens. However, if the deal goes down for the whole game, another deal may be struck.

5-6 A long term deal has been made and the two gangs become friends. Roll a further D6 at the beginning of each game either gang takes part in. On a 1-4, the higher rated gang continues to honour the deal, on a 5-6, the higher rated gang leaves but on good terms. If this type of deal falls through, it can be attempted again but any results on subsequent rolls must be adhered to.

The following gangs may not make deals:

- Escher and Goliath



Dalga's dad displaying gaming expertise familiar to most Dads!

- Redemptionist only with Cawdor
- Spyrers and Ratskins with anybody

YOU OWE ME...

The purpose of striking a deal with another gang is simple – you get extra manpower in your up-and-coming fights. Provided that the deal was successful, the next time a gang fights they may call upon D3+2 gangers as 'allies' from the gang that they are in business with (chosen by the gang 'hiring out'). These allied ruffians are controlled by the player whose gang-fight it is and not the player whose gang they are from (unless, of course, the Gang Leader himself decides to fight). For all intents and purposes (experience, *Bottle Test*, etc.) these gangers are treated as part of the gang they are allied to.

Gangs are honour-bound to their allies and can only 'stab them in the back' if the deal was broken (see earlier). Striking a deal with another gang can be a very lucrative arrangement, albeit a risky one.

THE MEET

The two gangs in question are meeting, and you want this job to go off without a hitch



If you stop shooting at me I'll tell you if I accept your offer!

You adjust your sights and wait for them to get closer. Your leader has heard about this deal going down between the other two gangs and said it should be put to an end, so he gathered his gang and took you to the meeting place. Except, he hid you in the shadows above the ground and gave you a sight for your rifle. Now, you just have to wait. The two leaders are getting close and sweat is starting to show on your brow. You take a bead on the more reputed leader and then wait. He's getting closer now. Another step. Bingo!

You pull the trigger...

Starting

The two gangs in this scenario must have agreed to Strike a Deal and may not fire at each other unless indicated later. They may have D6+2 gang members along with their leaders. In addition, a third gang has turned up at the site to stop the deal going down. They also turn up with their leader and D6+2 gangers, no Heavies may be taken. This gang, the *Ambushers*, may set up *Hidden*...

Terrain

The terrain must be set up with buildings on

either side with at least two stories to them. There should be a channel down the centre where a pile of crates or something can be set up for the meeting to take place (as in the Set Up). Treacherous Conditions can be rolled, any conditions that mean the table top cannot be used do not count (e.g. the *Pit of Despair* result should not be applied because the table top is needed for the game). It is a neutral place so territory cannot be lost.

Setup

The two gangs attempting to Strike a Deal set up on opposite sides of the table, four inches in from the table edge facing each other down the central valley. The third gang however, will be *Hidden* in the upper levels of the surrounding buildings or in the shadows of the gantries. As soon as they fire, however, they will break the *Hidden* rules.

Special Rules

As the two Leaders approach within four inches of each other, the ambushing gang may fire upon the either Leader in their turn. The fire will, of course, cause the other two gangs to panic and so they must adhere to the *Panic Fire* rules below. The leaders, however, may

not be so easily fooled, providing both are still on their feet by the end of the firing turn. If neither are pinned or wounded, then the deal may still be struck using the rules above. If either leader is pinned or wounded, then the one left standing (if there is one) will adhere to the *Panic Fire* rules.

Itchy Trigger Finger...

The ambushing gang must take 1d tests every turn to see if they fire early. Use the leader's 1d. If the test is passed, then they hold their fire. If the test is failed, however, then they open fire early and are no longer considered to be *Hidden*.

Panic Fire

As soon as the ambushing gang fires, make a special *Panic-Fire* test for the leaders of each of the other two gangs. Roll 1D6: on a score of 1-4, the gang leader spots the *Ambushers* and orders his gang to fire upon them (note: obviously if the ambushing gang come into close combat they will be automatically recognised). On a roll of 5-6, the Gang Leader hasn't spotted the ambushing gang and orders his Gangers to fire upon the gang they were making a deal with, suspecting foul play.

Not yet convinced?

It will eventually dawn on the gangs taking part in the deal that they have been duped and are being ambushed by mutual enemies. Each turn that a gang hasn't noticed the *Ambushers*, when a gang member of the friendly gang is hit, gets pinned or anything more severe, then roll a D6. On a roll of 1-4, the gang spots the Ambushing gang and may take action accordingly. On a 5-6 result, they still haven't realised and assume that their one time business partners are all scummers and should be shot!

Agreement under Fire?

If the two gangs are still trying to strike a deal whilst the bullets are flying, it's quite obvious that the two Leaders might be a little too busy firing off shots to close the deal. If there was a 5-6 result by either party to the *Panic Fire* roll, then no deal can be struck. Otherwise they can still try to negotiate over the noise of the gunfire (all the best movie dialogue happens mid-scrap!). To see if they will talk, roll a D6. On a 1-3 the leaders crouch behind some

cover, laugh at the irony of it all and try to strike a deal – roll on the Deal table. On a 4-6 the two leaders are far too pre-occupied firing and avoiding being shot to pay attention. If a deal is not going to be struck, then the gangs decide to get the hell out of there.

Ending the Game

As soon as a deal (if any) is struck, one of the gangs attempting to strike a deal fails its *Bottle Test* or the two gangs leave anyway. The game is over. If a deal is struck, the ambushing gang immediately runs having failed their mission. If the two gangs began firing upon each other due to *Panic Fire* but recover composure and still negotiate a deal, there will be a -1 modifier on the results table. If they both fired upon the ambushing gang they get a false sense of camaraderie and there will be a +1 modifier on the results table.

Experience

+10 for each Gang Leader that fulfils their mission, e.g. made the deal or broke up the deal.

+5 per wounding hit caused.

+D6 each Ganger that survives.

-1 for firing at the other friendly gang.

THE DOUBLE-CROSS

As your leader approaches, you tighten your grip on your rifle and pray he makes it there. These suckers won't believe what bit them. He's getting real close now and the suckers are buying it. You can't believe it. Then, in a blur of motion, your comrades whip their weapons into line. Your rifle snaps up to shoulder height and your breathing deepens. Then, your leader flings his trenchcoat open and grabs the two Bolt Pistols hidden there. He starts blazing...

The Double Cross is a mixture of 'Gang Fight' and the deal making rules. If you wish to, then this scenario can be fought instead of 'The Meet'.

Terrain

See *The Meet*.

Set up

Both gangs deploy as in 'The Meet' facing each other. The game commences in exactly the



A spot of bother when a deal goes wrong!

same manner as in 'The Meet'. The gang with the lower rating, however, is about to double cross the other gang in an attempt to upset the power balance and steal a little for themselves.

Special Rules

The special rules from 'The Meet' apply. In addition, up to half of the gang designated to double-cross may be set up *Hidden*.

Itchy Trigger Finger...

Being dirty double-crossers, the lower rated gang must take 1d tests each turn. If a test is failed then that particular Ganger prematurely opens fire and gives the whole game away (note: this takes everyone by surprise, even his comrades, who are too shocked by his stupidity to fire until their next turn, by which time of course it may be too late). If, by the same the leaders meet in the middle, nobody has failed a test then the lower rated gang may attack in their turn.

The higher rated gang which is being double-crossed may only open fire or attack in close combat in the turn after they have been attacked themselves. From then on, the two gangs treat it like a Gang Fight.

Obviously, under no circumstances may a deal be struck between the two gangs.

Experience

+10 for the winning Gang Leader

+5 per wounding hit caused.

+D6 for each Ganger that survives.

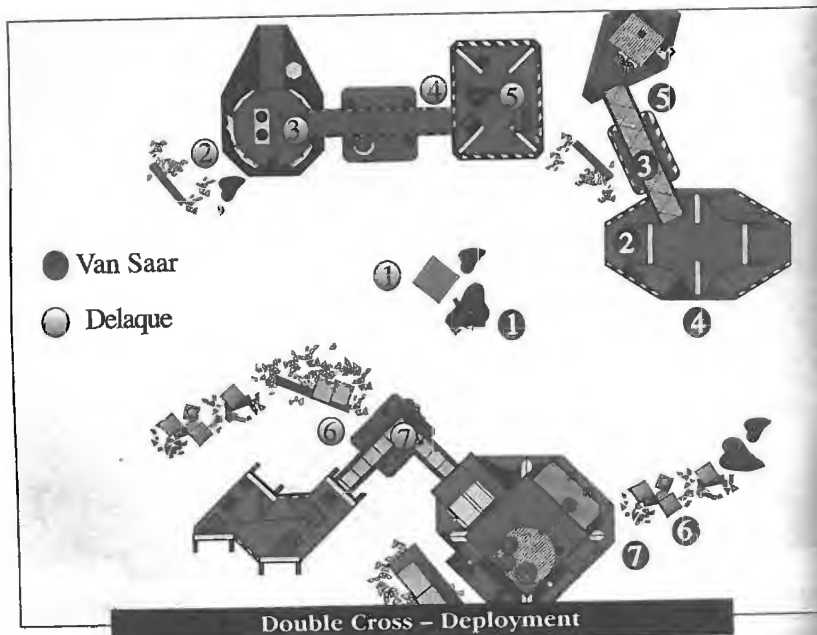
-1 for a Ganger that fires prematurely.

BATTLE REPORT

Here's a report on the game that Nick and I played when testing out these rules, although you will have to forgive us for our choice of gang names!

The Double Cross

Zeus, leader of the 'Olympiads' of House Delaque, had arranged a bush-bush meeting with his opposite number at Frontierstown. Wyatt Earp, (Groan... Start the cheesy western music! - Ed) leader of 'Earp's Immortals' of House Van Saar. Both had been vying for power and lucrative trading rights to be had from the Gunlders. There had been several ineffectual skirmishes that had cost both gangs dear. It was time to put a stop to that.



Double Cross - Deployment

If they could work together both gangs could make a healthy sum, cease the fighting and perhaps even drive some of the other local gangs out of town

If they could work together...

In this scenario the Delaques are the *Ambushers* following a long-held tradition of back-stabbing, double-crossing, ripping-off, and selling faulty vacuum cleaners to vulnerable old ladies. All the special rules for 'Double-Cross' apply.

The Terrain was set-up according to the 'Double-cross' Scenario (see map) with a clear central area, apart from a pile of crates in the very middle (the agreed meeting place), this was surrounded by plenty of cover, towers and walkways. This gave the opportunity for both gangs to start in cover and watch the proceedings.

The Gangs:

'Earp's Immortals', House Van Saar (*Dalga*) Wyatt Earp (1 Leader), Butch Cassidy (2 Ganger), Billy the Kid (3 Juve), Johnny Ringo

(4 Ganger), Sundance Kid (5 Ganger), Cisco Kid (6 Juve) and Doc Holliday (7 Ganger).

'The Olympiads', House Delaques (*Nicky*) Zeus (1 Leader), Hermes (2 Juve), Hephaestus (3 Ganger), Boreas (4 Ganger), Hades (5 Ganger), Eros (6 Juve) and Assklepius (7 Ganger).

Turn 1: The Delaques leader approached his prospective business partner walking casually down the dank corridor leading to the meeting place. *Zeus's* coat billowed in the artificial breeze provided by the vent-shafts high above.

Meanwhile, hiding from prying eyes, the Delaques stayed out of sight on either side of the clearing. Some were hiding behind old, rusty barrels at ground level whilst others were hidden in the gloom high up on the walkways. The shadows and their long coats allowing them to fade into the darkness. They clutched their weapons with growing unease, but their nerve held.

Turn 2: As the Van Saar Leader approached the designated meeting place, he noticed the

Delaques Leader's eyes moving shiftily. Frowning, and clutching his Plasma Pistol just a little tighter, he walked cautiously onwards and hailed him, feeling more than a little uneasy.

Zeus looked around, making sure all of his boys were out of sight, and hoped that none of them would lose their nerve and start firing until the time was right. When the time was right, he would strike. Whilst in the gloom, the Delaques boys started to ease off safety catches, and rack bolts. *Assklepius* sighted along the barrel of his Autogun, bringing *Wyatt Earp's* head into focus. He curled his finger around the trigger...

Turn 3: As *Wyatt Earp* reached the crates he watched *Zeus* approaching slowly. The Delaques was hunched, both of his hands were

krak grenade from under his coat. In one fluid motion he hurled the already primed grenade at the stunned Van Saar. The contained explosion blew *Wyatt Earp* off of his feet to land in a bloody mess the other side of the clearing (Good start, one man down, and that was my Leader - *Dalga*).

Hades, hiding just to the Delaques Leader's left, pulled the trigger of his Shotgun not even bothering to aim. More by luck than skill, the shell blasted into *Billy the Kid's* stomach, hurling him backwards off of the building on which he was stood and (not surprisingly) taking him out of action as he hit the hard ceramite below.

Assklepius pulled the trigger on his Autogun, sending a stream of bullets into *Johnny Ringo's* chest. He was slammed into the metal



'Wasn't the O.K. Corral easier than this?' - The '(not so) Immortal Earps'

hidden beneath the folds of his trench-coat.

The Delaques man appeared through the smoky gloom and nodded to *Wyatt Earp*, a slight smile creasing his lips. *Wyatt Earp* must have known that something was wrong when the Delaques Leader smiled, and his suspicions were confirmed when the bald man pulled a

wall where he slid to the ground, leaving a thick trail of crimson behind him. Despite this low-down betrayal and having three of their number down including the leader, the Van Saars stood their ground.

Turn 4: Moving to a better position, *Doc Holliday* shouldered his Autogun and fired a

torrent of 9mm caseless across crates and bulkheads. The intended target, *Zeus*, dodged the erratic spray of lead and got his head down. Much to his annoyance, *Holliday* heard the sharp 'click' of an empty magazine. Most of the other Van Saars fared a similar fate as guns were emptied left, right and centre! (Oh arse! - Dalga.)

Butch Cassidy pumped the slide on his shotgun and fired a *Hotshot Shell* into the darkness. It struck *Zeus* square in the chest, causing his long trench-coat to burst into flames. However, to his shock and horror, the Delaque Leader had managed to stay on his feet and glared up at *Cassidy*, snarling with rage and frustration.

Turn 5: The Delaque Juves, *Hermes* and *Eros*, ran towards their burning leader throwing their long coats over him. Using the cloth to beat out the flames, the Juves extinguished the flames as the fight raged around them.

Hades spotted the ganger responsible for his leader's humiliation and fired a *Hotshot Shell* his way. The shell caught *Cassidy* in the side and exploded into flames, turning the unfortunate into a human torch! (Ouch... another one down! - Dalga.)



Dalga - 'So I lost! I still look cool in my shades though...'

Holliday knew he had no chance, with his leader down, *Cassidy* on fire and most of the gang out of ammunition, he screamed for the Van Saar's to retreat.

Nick: 'The Delaques have done it again!'

Dalga: 'Yeah, yeah, just keep thinking that, buddy!'

Nick: 'Okay, so how come I've won so many games then, eh, EH?'

Dalga: 'I don't want to talk about it. Look, just shut up! Honestly, beginner's luck I say.'

Nick: 'Beginner's luck?! I've been playing for two years! Some people just blame it all on luck, while I know for sure that they have the tactical skills of a stuffed gerbil.'

Dalga: 'Enough small talk! Anyway, you're sidetracking. What you have just read is a display of poor nerve holding by the Van Saars and pure skill by the Delaques. This battle report proves just how short these scenarios can be and how the tension can really build up not knowing when you're gonna get it!'

'Oh, and just how mad the two of us are!'

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This section aims to help put players or clubs of Games Workshop games in touch with others of a similar inclination. If you are a member of such a gaming group and would like to advertise your group, find new friends with which to play our games or even advertise tournaments you will need to let us know the following details by: The name and venue of the club, usual meeting times, a contact name and address (and telephone number if you wish), and which games you play.

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Whilst we are always more than happy to advertise your clubs, tournaments, conventions or help you find other gamers in your area, we have found that we only have a limited amount of space in which to print them. This, coupled with the fact that there are occasions when clubs disband (Boo!) or split up and form a greater number of other clubs (Hurrah!), means that we have no option but to rotate the clubs we cover in the Journal.

What this means is that those of you that wish to advertise in this small, but perfectly formed, publication will need to fill in the form below and send it in to us at the usual address. We will then include your details in the NEXT TWO issues of the Journal. If you require us to advertise again after this time you will need to submit your details again. This keeps the list up to date and means that you will have to read the list each issue to find out just what is current...

TOURNAMENTS/CAMPAIGNS

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GAMING CONTACTS APPLICATION FORM

Please add my details to the next 2 issues of the Citadel Journal

Name of club: _____

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Date & Time of meetings: _____

Contact Name: _____

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	Dragonplayers (Gympie, Queensland)				
	Dragonplayers (Mildura, Victoria)				*ALL & RPGs*, 7pm to 9pm (AU\$20) \$1.15 per session
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Tasmania	Tasmanian University Union		Jarrold Coad (622758135) E-mail: jarrold@postoffice.uwa.edu.au	Derwent Regional Library, Glenorchy, Tasmania	*ALL*, 4.30pm until late on Friday.
	Wargaming Society (TULWS)				
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Queensland	Queensland Wargames Society		1-06-115-6072	1-9314-27 Street, Edmonton	*ALL & Other Historical*, 10pm onwards
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Isle of Man	Manx G W Club		Juan (01624 815841)	Varia	*ALL*, no age limit, no fee.
MIDLANDS		CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Anstey	Martin High School Club		Martin High School, Anstey	Chris Farrell (235-1090) Community College, Mitchell Avenue, Canley	*ALL* 3.15pm to 4.30pm Tuesdays. Bar 18+ after club 1st session free, 16+.
Birmingham	East Birmingham Marauders		Don Cullum (0181-345723) Jon (0121-783 0935) or Paul (783 3246)	Cow Pond Centre, Inntown Road	*ALL* 6 - 10pm 1st session free, 12+.
	Northampton Wargames Society		Paul (0121-6248433)	2614 Scout Hut, Yardley Fields Rd	*ALL* 5.30pm - 10pm Sat.
Birmingham	North Birmingham Trollslayers		Steve (0121-605 2287) or Mark (0121-624 2348)	Northfield Primary Centre Karaz A Goldfield, Boddemere j & I School, Cofield Road, Sutton Coldfield	*ALL & various RPGs*, 7pm to 10pm Tues. \$2/week. 2,500 pts painted army required. All armies available for use.
Birmingham	Chris Bards Group		Alan Girdings (0121-417768) Kingsstanding Circle Community Centre	*W & A*, 8pm to 11pm Wednesdays	*ALL* Ring for further details.
	Broughton Asley Warhammer & Necromunda League		Gary (0589-092044 or 01455-88587) Clive Marshall (01203-468317)	Alderman Callow, School and 9 Spring Street	*ALL & RPGs*, 7pm to 10pm Wednesdays
Coventry	Outlier Limits Games Club		Chris (01332-317382)		*W & A*, 7pm to 10pm Thursdays
Derby	Challerton Gamers		Stuart Hadley	Challerton School	*W & A*, 8pm to 10pm Fridays
	Derbyshire Adventure Games Society		Joan Burkinson (01332-80823)	St Johns Hall, Hurdley	*ALL* 7pm to 10pm Sundays
Kenilworth	Games Night		Richard Wyatt (01926-420918)	Lower 10, Kenilworth School, Leyes Lane	*ALL* 3.30pm - 5pm Mondays
	Northampton Wargames Society		Kerry Adkinson (01463-09363)	Kingsthorpe Community Centre, Kingsthorpe	*ALL & RPGs*, 7pm to 10pm Tues
Lincoln	Games Workshop Club Lincoln		Gary James (01522 548027)	United Reform Church, St Martins Lane	*ALL* 6pm to 10pm Thurs, \$2 (first free).
	Games Workshop Club Nottingham (H&G)		0115 9160410	GW HQ Lincoln Willow Road, Lincoln	*ALL* 6pm to 10pm Weds, \$2 (first free).
Nottingham	Games Workshop Club Nottingham (Cent)		0115 9480651	34a Friar Lane	*ALL* 6pm to 10pm Weds, \$2 (first free).
Redditch	Redditch Roleplay and Wargames Club		David Mitchell (01527-526971)	St. George's Church Hall	*ALL* 2pm - 6pm Sat, £1.50, 13+
	Redditch Wargames Club		Sam Dyer (01527-526963)	Redditch Hall, 111-115 A, St. George's Hall	*ALL* 7pm to 10pm Sundays
Stafford	The Gaming Clan		Sam (01782-214542)	B.W.M. High School, Rowley Avenue	*ALL* 3.30pm to 7pm Monday, 16+, £1 annual membership fee and £1.50 per session.
Stamford	Warriors of the Imperium		Mark Tomlinson (01782-434231)	8 Vines Drive, Seagrind	*W & A*, 7pm to 10pm Sundays
	Citadel Gamers		Paul Bentall or Mark Ford (01782-415594) Blackhead Pub, Stoke	*W & A*, 7pm to 10pm Wednesdays, 17+	*W & A*, 7pm to 10pm Wednesdays, 17+
Stoke			Philip Powell (01296-392945)	Kingsthorpe Manor house, Kingsthorpe Park	night free, \$2 per session thereafter.
HOLLAND & BELGI		CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Breda	Fantasy Games Breda		Bruce Oomen	BuurtHuis 'Spoonhuis' Academy, Singel 10-4811 AA	*ALL & RPGs*, WFL 25 to join then WFL 10 per month
Hilversum	TSA (Tin Soldiers of Antwerp)		Bogert Oude	Tin Soldiers of Antwerp, Antwerp Sportsclub	*ALL & Historical*, every Sunday evening
Leiden	Magic Friends		Peter (071 715 522)	St. Agneskerk 26, 2312 BC Leiden	*W & A*, 4pm to 8pm Sat from 12.00pm
	Wetherlaach Antilles		George (06 4800)	Wetherlaach, 10000	*W & A*, 4pm to 8pm Sat from 12.00pm
Netherlands	The Car-Margo				
	(Caravan Wargamers)				
N. IRELAND		CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Antrim	Role - Players Anonymous		Gratind 01849 465902 or Shane 01849 469522	The Barn, Clonworthy Arts Centre	*ALL*, 6.30 - 9.30 pm Mon, £1 (inc refreshments).
THE NORTH		CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Ashington	Ashington High School Games Club		(01670-812166)	Room 11, Ashington High School, Green Lane	*ALL*, 5.30pm to 9pm Mondays
	Barnsley Berserkers		Brian Morrison (01773-917341)	3 Millers Road, Barnsley	*ALL* Wednesdays
Cheshire	Altrincham Gamers		Mike (0161-929-0382) or Rick (0161-282-5975)	Sale Hotel, Marland Road, Sale	*ALL*, 5pm till 11pm Sunday evenings
					First visit free, subsequent £1
Chester	Phoenix Modelling & Wargaming Club		Ron Fraser	St. Peter's Church, White	*ALL & Historical*
	Boughton Gaming Group		Mark Taylor (01244-241035)	5 Stocks Avenue, Boughton	*ALL* Sunday afternoon
Hartlepool	Warrior and Warrior		Ian McQuinn (0191-3857079)	Rowall Lane, Washington (Dumfries 13)	*ALL* 7pm to 10pm Thursdays
	Games Workshop Players Club		Arthur Dixon 01429 429474		*ALL*, Saturdays 10pm - 3pm
Lancashire	Junior Adventurers Guild		Wray (431 2240)	Junior Community Centre	*ALL*, 6.30pm to 9pm alternate Mondays
					50p session fee, age 10+
Leeds	Leeds Wargames Club		Justin Taylor (01202-844429)	Fairly New Road Community Centre	*ALL*, 7pm to 10pm Thursdays
Leeds	Redcar Fantasy Games Club		Bob Aspland (01772 202546)	Redcar Library, Lord Street	*ALL*, 7pm to 10pm Weds, 50p
	South Shields Games Club		Ian Widdowson (01642-490219)	Redcar Library, Lord Street	*ALL*, 7pm to 10pm Thursdays
St. Blyth	Northumbrian Adventurer's Guild		A. Gibbs-Barton (01670-366881)	Newham Library, Elliot St. Wainship	*ALL*, 2pm to 7pm Sun, 1st free, then £1
Tyne and Wear	Warhammer V.A.		Paul Stevenson (0191 5201828)	88 Fawcett Road, Sunderland	*W & A*, 7pm to 11pm Weds, 13+
Leeming	Leeming Wargames Association		Graham Perkins (01677-424885)	R A F Leeming, Catterick, Northallerton	*ALL*, Thursday eve and Sunday pm

	GAMES WORKSHOP CLUB MANDATES					
	CLUB NAME	CONTACT	VENUE	GAMES/TIMES		
SCOTLAND						
Aberdeen	Aberdeen Role-Playing Club Dunbar Wargames Club	Paul Hunter (01224-680191)	A.W.C., Crown Lane, Aberdeen	*ALL*, 7pm to 11pm Weds, Thurs & Frid Sundays.		
Fife	Tycho	Nick (01592 260007)	Balwearie School, Kirkcaldy	*ALL*, 1pm to 8pm Sundays.		
Inverness	Cornwall Workshop Club Grafton Da Club	John Findlay (01463-235458) John Coady (01463-235458)	The Spectrum Centre (at Bus Station), Crownhill Road, Inverness	*ALL*, 7pm to 9.30 pm Wednesdays. *ALL*, 7pm to 10pm Thursdays & 7pm to 10pm Fridays.		
Kirkcubbin	Kirkcubbin & District Wargames Society	Dale Smith (01575-574128)	Glenage Hall	*ALL*, 7pm alternate Sundays		
SINGAPORE						
Singapore	Fortress	Date, Byron or Don (65) 7328366	Varies	*ALL*		
SOUTH EAST						
Aldershot	Alder Valley Games Society	John Crane (0252-330837)	Union Building, Hospital Hill	*ALL*, 7.30pm to 11.30pm Weds & Fri, 2pm to 10pm Sundays		
Brentwood	Brentwood Hermit Roleplay Club	Kathy or Simon (01277-218897)	Behind the Wall Cafe, Sheriff Road	*ALL & RPGs* 7pm to 10pm Tuesdays *ALL* 5pm to 7pm Thursdays & Fridays, all ages, £1 per night.		
Chichester	Da Klubb	Andy (01243-820432)	Fernleigh Centre, North Street	*ALL* Free newsletter		
Essex	Golden Programme Club Arcane Order	David Knowles (01438-212981) Peter (01438-212981)	Arcane Order, 54 Downing road, Dagenham.	*ALL* plus RPGs & Card Games* £2 fee		
Essex	Halsford and District games club	John Williamson (01787) 4764478	James Hall, Ronald Road, Halsford, Essex	*ALL* 5pm to 9pm Tuesdays.		
Herts	Letchworth Role Playing club	Steve Hubbard (01462 480018)	Comics Unlimited, 11 The Arcade, Letchworth	*ALL* 1pm + weekends, £5 annually.		
Kings Cross	Chameleon	Simon (0171-278-0118)	Above Pine Shop, 1 Gordia Way,	*ALL* 7pm to 10.30pm Mondays, 16+		
London	South London Warlords	Mark (0181-680-6600)	St. Barnabas Church Hall, Dulwich.	*ALL* 7pm to 11pm Thursdays & 1pm to 4pm Sundays, 10+.		
Barnston	Barnston Wargames Club	Paul Buttolph (014591-834478)				

Region	Club Name	Contact	Venue	Games/Times
Gloucestershire	Richmond Wargames Club	Kevin Stace (01284-56222)	YMCA, Market Place, (above Oliver's)	*All & Others*, 5.40pm to 9.30pm Fri
West Sussex	The Venture Games Club	Lee Tiley (01243 605824)	Selsey Scout Hut, Selsey, Nr Chichester	*All & Others*, Sundays 1pm-5.30pm 14+ £1.25 term fee 70p session
Winchester	Bugman's Army Team	Alfian (01982-856564)	Upstairs Room, Mushwells (pub), Jewry St.	*All*, 6pm til closing time Tuesdays
SOUTH WEST				
Bridgend	Bridgend YMCA Games Club	Matt Churchill (01656 870648)	Bridgend YMCA, Angel St.	*All*, 50p per session, £5 annual mem.
Bristol	Lincombe Barn Wargames Club	Alex Self (0117-973-4743)	Downend Folk House, Downend.	*All & RFGs*, 7pm til 10pm Thurs 15+ £2.00 term fee 10p Fri
Dorset	Dorset Wreowholes	Pete Bradley (01305-833455)	Osmington Village Hall	*All & RFGs*, 7pm every 3rd Sunday, £2 session.
Exeter	Exeter University Games Society	Rik Stewart (01392-435478)	Cornwall House Refectory, University Campus.	*All & RFGs*, 3pm to 11pm Sun
Ottery	Ottery Gamers' Club	John Penie (01404-813544)	St Mary Youth Centre, Station Centre.	*All*, 7 to 11pm Weds, subs £1
Thorton	Wings 'n' Wheels	Dave or Steve (01864 242819)	Thorton Youth Centre, Park Hill.	*All*, 6pm to 9pm Thursdays.
Worcester	The Emperor's Children	Steve Ray (01562 820984)	Worcester YMCA (Gig room), Henley Road	*All*, 7 to 11pm Weds, subs £1
USA				
Colorado	Rocky Mountain Knights	Trey Moody (303 460-0295)	Large, converted basement/Denver	*All & RFGs*, Most Fridays some
New Jersey	The Tormentis	Don Zaynax (973 593-9243)	Morris County	*All*, 7 to 11pm Weds, subs £1
WALES				
Anglesey	The Brood (of Anglesey)	Matthew Williams 01248 713478	A7, David Hughes School, Menai Bridge	*All*, 6.30 - 9.30pm Tues and 10.30 - 4.00 Sat, 40p fee
Burry	Barry Wargamers	Dan Hall (01446 421000)	St Nicholas Church, Vale of Glamorgan	*All*, 6.30 - 9.30pm Tues and 10.30 - 4.00 Sat, 40p fee
Pontllanfrith	Pontllanfrith Games Club	Jonathan Lane (01495-225363)	Pontllanfrith Leisure Centre	*All*, 6.30 - 9.30pm Tues and 10.30 - 4.00 Sat, 40p fee



CONVENTION REPORT

Once again the intrepid convention reporters have been rushed off of their feet and given themselves near fatal writer's cramp to bring you the whole story when it comes to what's been happening at GW Headquarters. We've had the Mighty Empires Campaign, the Test of Legends, the Grand Tournament, the Blood Bowl Tournament and hopefully in the next issue we'll have coverage of our very own open day, the Black Library Open Day. Will it ever end, this ceaseless barrage of gaming tourneys that you know you just have to attend, you may ask? Well we certainly hope not!

Test of Legends 28th Feb – 1st Mar 1998

Draw your chairs closer to the fire little ones, for I will tell you of a time of darkness, a time of terror and a time of heroes. I will tell you of my journey to the far-off city of Nottingham, to compete with my fellow warriors in a test of strength; a test of courage; a test of legends.

From the beginning, this promised to be one hell of a weekend. This was my first tournament in the new G.W. headquarters, with the promise of loads of excellent games, large numbers of weird people to meet (*you're not wrong there!* – Ed) and discuss life, the universe and everything with... nice! Then, I realised the downside. A 1,500 point Tyrant army – sixty-five models – to be painted virtually from scratch in just over two months. At the cost of my sanity and my social life, I managed it – the army was completed the day before we travelled.

Despite late trains and incomprehensible maps, we (my friend/enemy/local Chaos fiend Matthew and I) turned up in good time for the first battle. However, Lord Tzeentch had spun his webs of deceit upon the Mail Order staff when my booking was made, and it took a while to establish that I had mutated into a spawn named Daniel, and this was to be my identity for the rest of the tournament.

My first game was against one of the few armies I wanted to avoid, as I never normally get the chance to play them, the Imperial Guard. They were led by Wil Gijssberg, a thoroughly nice bloke from Holland, who proceeded to utterly trash me (1490 – 612). Ouch. Only my Gargoyles did any real

damage, and nearly everything of mine died horribly. At the end, I had seven models left alive. Surprisingly, though, I wasn't disheartened. I think the spirit in which the game was played contributed most of all to this. We were laughing even as our best troops were getting mangled. I had no complaints – I just played badly and I got what I deserved.

After lunch and a game of pool in Bugman's Bar, I found myself relegated to table twenty-eight, to play the Blood Angels of Jason Jarvis, from New Zealand. Truly, this was proving to be a day of global conflict. This one went much better, with my Genestealers taking out his Chapter Master and my Carnifex annihilating his Dreadnought. In the end, I won by 1495 to 1174 – not bad considering that I had bid three hundred points to make sure of getting the first turn. Again, the atmosphere was great, and we both enjoyed the absolute carnage immensely.

Next up was Arthur Dixon on table eleven. At this point we were handed out the knowledge test, and given five minutes to answer fifteen multiple choice questions. The game itself was the *Clash of Patrols* scenario. In this, players bring on their armies gradually as the battle progresses, and everybody dies before they get a chance to do anything much. I watched aghast as he brought out his Eldar army; Falcon, Fire Prism, Six Jetbikes, Wraithguard, Wibble, Wibble... At this point I was very glad for the special tournament rule allowing skimmers to be charged, which I promptly did to his grav-tanks with the Carnifex and

Genestealers. The result was much closer than my previous two, and after a recount to make sure, I won by 993 – 953. Both of us agreed that the game was just a bit too confusing, especially with the misprints in the rules that Jervis sheepishly got up on stage to announce.

At the end of the first day's gaming, the results were posted. I was fifteenth overall, with good marks for knowledge (13/15) with only three reference books to look up, I was quite pleased. For army painting and selection I was awarded (46.5/60). This, despite my amazing collapsing Gargoyles, which were falling off their perches all over the place.

Then it was time for the pub quiz. Armed with pints of coke and fortified by Bugman's excellent steak, I strode forth to face this new challenge. I teamed up with Wil, Matthew and two of his opponents to form 'The Chaos Wastrels', much to the disappointment of those who proposed 'Big Nasty Things With Sharp Pointy Claws', and 'Bugger the Name, We're Going to Lose Anyway'.

As it turned out, we did anyway! Although I did guess Jervis' height to within half an inch. I don't know who was asking the questions, but with a list that included 'When did this staff member last change his underwear – it was getting whiffy around the time of Magna Carta?', and 'Who wants to sleep with me tonight?', I doubt he'll get asked to do it next time. The Arena of Death was also a good laugh, with some old favourite Warhammer special characters thrashing the hell out of 'Tuomas' evil new Chaos creations. And thus ended the first day.

Day two (Sunday, for those of you who've not been keeping up) began well. We waited in the hotel for twenty minutes before being told that the bus that was meant to pick us up had gone sailing past without stopping. Then the hastily arranged taxi tried to drive away with our bags and, to crown it all, I was to play another Eldar army, this time the team of Bob and Daniel Laws.

This was an absolute disaster. It was my worst loss of the tournament (1762 – 541). We were playing the night scenario, with every weapon range reduced to sixteen inches. Unfortunately, I got the first turn and walked right into his Falcon, Warp Spiders, Vyper and Dark Reaper Exarch with Bright Lance, Power

Field, Fast Shot and Crack Shot. My only highlight was charging his Warp Spider Exarch commander with my last Genestealer, and watching him roll three ones and fail his Displacer Field save!

Needless to say, I went down the rankings after this drubbing. From table seven to table thirteen, to play Lloyd Courtney from Dublin. 'What do you have?' I asked hopefully 'Eldar', came the reply. Aaaargh! Not again! Fortunately, this one was different, being a mostly Guardian force. I have to say that, although I won this battle, it was only due to Lloyd's incredibly bad luck. Jamming all of your Dire Avengers in one turn is never going to help your cause. Neither is a D-cannon displacing your opponent's troops towards you, or having your commander wounded by a Spike Rifle then roll three ones in close combat, or having a War Walker pilot (with Power Field) killed by a flammepurt. Unsurprisingly this was my most convincing victory (1702 – 975) but it could have been so very different. I gave Lloyd my 'Best Sportsman' award due to the very gracious way in which he accepted his luck and the result.

The day finished with a question and answer session in Bugman's, led by Jervis, Tuomas and Gav Thorpe. We got to see an early version of Warhammer Siege, and mention was made of new stuff for Chaos Dwarfs. By the way, from a distance, when you can't make out what he's saying, there is a definite resemblance between Jervis and Mr. Bean! (*And he's funnier too – Ed*)

Now, one or two points about the rules. Firstly, I really liked the bidding system to determine who gets the first turn. It gives the Tyrants a much better chance of a good start, or of setting up a trap for the enemy. In my win against Jason, for example, I would say that getting the first turn was instrumental in my victory, as I was able to neutralise some of his heavy weapons before they were able to fire. Secondly, the 'any character with two wounds or more can be the commander' was very welcome. I felt that, with no Psychic Phase and the *Veto rule* to get rid of its protection, a Hive Tyrant would have been too much of a luxury. A Lictor did just as well. Finally, speaking of the *Veto rule*, I was surprised by the lack of its use. In fact, I neither vetoed anything, nor had anything of mine vetoed, throughout the

whole tournament. I think that everyone was scared of giving away so many victory points.

As I write this, I still don't know of my final position. We had to leave before the awards ceremony to catch the last train home, and the trolls haven't sent out the results yet. Having said this, though, I'm not bothered how I did. No matter how it went, it was a brilliant weekend. I must admit that I was worried whether or not it would be worth the effort I had made to get there. Would I be depressed if I lost all my games? Would I break down and cry when the judges marked down my feeble efforts at painting? In short, would I be completely and utterly humiliated?

To anyone asking themselves these questions, I would tell you to forget them and just go for it. The atmosphere was so congenial that even a complete stuffing was great fun. Besides, every great general has to start somewhere, and this is as good a place as any. Even over the course of the two days I found my gameplay improving – I saw what my mistakes were and, for the most part, I sorted them out before the next game. I picked up some great ideas for painting and modelling. I saw some breathtaking armies (the Space Marine Chaplain Dreadnought and Gareth Hamilton's Sisters of Battle standing out in particular). And, of course, I met several fellow gamers whom I could quite happily take on in a rematch any time. My only complaint was that I had to play three Eldar armies, some more variety would have been nice. Still, you can't have everything. Thanks to everyone who set it up



Dave looking a bit like a dog's dinner!

and ran it, especially those who had to put up with our incessant questioning about food and non-existent buses. It was one of the most rewarding gaming experiences I've taken part in, and I'm already saving up for the next one.

Now, where did I put those Bretonnians?

P.S. Under the heading of 'Best tactic I found to win games' I noticed that I lost both of my morning games heavily, but that I was always victorious after lunch. This wouldn't have anything to do with the bar opening at lunchtime, would it?

David Griffiths, Stirling

Blood Bowl Tournament 14th June 1998

We're still waiting for feedback from the Blood Bowl Tournament in the form of reports from those that took part. So, if your out there, we want to hear from you!

We can, however, give a listing of the final eighteen placings:

BLOOD BOWL TOURNAMENT PLACINGS

Place	Entrant		Team	Points			
	No.	Name		Round 1	Round 2	Round 3	Total
1	014	Edward Ralph	Human	26	25	22	73
2	018	Craig Pattison	Goblin	20	22	29	71
3	004	Andy Hewitt	?	20	22	25	67
4	005	Arthur Dixon	?	26	13	25	64
5	027	Kevin Horseman	Speedy Spiky	17	14	33	64
6	024	Joel Hainstock	Nuln Utd	27	13	20	60
7	047	Andy McBirnie	Dwarfs	27	5	24	56
8	043	Matt Farmer	?	0	26	25	51
9	025	John Scully	Human	16	8	27	51
10	016	Geoff Porrit	Skaven	22	20	9	51
11	049	Gordon Wheale	Undead	4	20	25	49
12	044	Chris Smith	Orcs	20	21	7	48
13	042	Kevin O'Hara	Orcs	18	25	4	47
14	010	Dan Maycock	Chaos	7	12	27	46
15	012	David Moore	Humans	22	21	3	46
16	032	Paul Collett	Undead	1	22	23	46
17	002	Andrew Jones	High Elves	17	8	19	44
18	039	T Henson	Undead	20	2	21	43

The Blood Bowl Tournament Sunday 14th June 1998



CONVENTION CORNER

WARHAMMER PLAYERS SOCIETY

2ND GRAND TOURNAMENT

10th/11th October 1998.

For full details and entry forms send a stamped addressed envelope to:

Rob Broom, 40 Summers Mead,
Brimsham park, Yate, Bristol, BS37 7RB.

e-mail rob@warhammer.demon.co.uk
web: www.tanclorn.co.uk
www.ahdof.com

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Sat 31st Oct '98 10.00 am till 6.00 pm
Cultural Centrum, Antwerpen Noord,
Columbastraat,
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HOT FROM THE FORGES

The MAIL ORDER Trolls have been whipped up into a frenzy (not a pleasant sight I assure you!) and have come up with a veritable feast of miniatures to look upon. They've dug out some seriously groovy figures to use in the alehouse encounters for Gav Thorpe's 'The Low life and the High life' (pages 21-27) and raided the armouries of the Imperium to re-equip your Terminators with those weapons of mass destruction as outlined in Andy Hall's 'Superior Firepower' (pages 30-33).

Rogues, Ruffians, Drunks and Bruisers...



'Dead' Drunk
074308/22



Dwarf Barman 1
074350/25



Dwarf Drunk 1
020501902



Dwarf Drunk 2
020501903



Dwarf Barman 2
020500302



Dwarf Drunk
074308/21



Dwarf Merchant
074308/25



Dwarf Cook
074350/4



Yokel 1
020300703/4



Yokel 2
020300702



'Posing' Barbarian
074601/10



Human Barman
020203003



Ruffian with club 1
074102/34



Ruffian with club 2
074102/60



Ruffian with club 3
074102/39



Ruffian with club 4
074102/37



Ruffian with club 5
074102/51



Hunchback
079901312



Bretonnian Drunk
020301601+
020501901



Empire Drunk
020203811+
020501901



'Agro' Halfling
020202717



Dwarf Cook with Roasting Spit
MD7/O MD7/N & MD7/M



Halfling Cook
020202810



Ogre Ruffian
074601/10

There are simply dozens of miniatures that can easily be converted to represent the participants of a bar-room brawl! We've only provided you with a mere handful!

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Jester
0203004205



Halfling Drummer
02020902



Lute Player
020203808+
020304204



Pipe Player
074102/40

Terminator Special Weapons Variants



Terminator 1
010103601



Terminator Captain
RTB9/7



Terminator 3
010103602



Assault Cannon
010100705



Chain Fist
010100708



Right Lightning Claw
010103911



Thunder Hammer
010104303



Storm Shield Arm
010104304



Left Lightning Claw
010103911



Terminator Shield
010101708

Storm Shield
010104305



Captain's Power Fist
RTB9/12

Sergeant's
Standard Pole
010100702



Completed
Terminators



HOT FROM THE FORGES MAIL ORDER DEALS

The Trolls have been hard at work in the forges to make war materials for your armies. Here's a few special deals that they've put together which are exclusive to readers of The Citadel Journal alone.

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IT'S ONLY A GAME!

Coach your teams to success

By Mike 'Da Boffin' Brooks

Mike is a sort of strange cross between a 'skateboarding dude' and a hippy. He's sixteen and from Ipswich, where he regularly indulges in games of Blood Bowl, Necromunda and Warhammer 40,000. Blood Bowl remains his first love, however, and he even has plans to write an article based on 'Star Commentators', including the sheepskin overcoat-wearing Halfing, John Mootson... Groan!!!

IT'S ONLY A GAME! (First Half)

With the recent re-release of Blood Bowl, and having played it in its previous incarnation goodness knows how many times, I felt it might be a good time to write an article advising new players of the game. First I'll have a quick look at the strengths and weaknesses of each race, then I'll concentrate on tactics for my two favourites, Wood Elves (all right, poncy, I know) and Orcs (much betta!).

All the backgrounds for all of the races are in the Blood Bowl and Death Zone handbooks, so I won't bother trying to rewrite them here. Let's just get stuck in then, shall we?

HIGH ELVES

As you might guess, a definitive passing team. The Phoenix warriors (throwers) can usually pick out the Lion Warriors (catchers) with fairly unerring accuracy, while the Dragon Warriors (blitzers) and the Linemen hold off the other side. The main advantage of the High Elves is the adaptability of their players, since at a pinch a Dragon Warrior can easily stand in for a Lion Warrior, and is harder to hurt. One main disadvantage for the High Ones is their lack of Star Players. Even if you use the Old Star Players from CJ 25 (and I recommend that you do) (*Here, here! - Ed*), you're still only left with an exceptionally limited choice. While I certainly don't think that Star Players are the be-all and end-all of Blood Bowl players, they are very useful,

especially when you need a bit of reliable muscle at the beginning of a season.

DARK ELVES

Sticking with the Elfy theme, we move onto their infinitely nastier cousins. Main difference between the two teams: one has catchers, the other doesn't. While the Darkies do have skilled throwers, they have to rely on the Blitzers or Witch Elves to get on the end of the passes. Quite honestly, the Dark Elves are the most violent of the Elf teams, having both the Blitzers and the Witch Elves who can beat people up. Yet, still, they lack the muscle of Orc or Dwarf teams. This leaves them slightly uncomfortably in the middle, lacking the all-out passing ability of their cousins, or even the humans with their catchers, yet still not being able to take heavy punishment. However, their high agility means that a fast running play, utilising their Blitzers and Witch Elves to knock out enemy threats, is an acceptable alternative. A word of warning: be a little careful where you block with Witch Elves. Should you get a couple of Push-Back results, their *Frenzy* skill could take them away from where you want them to be, leaving a play unguarded, or just cutting them off from help. With their low Armour, a couple of Orcs will walk over a Witchie in their turn.

Star Players? Not much to speak of. A personal vendetta I have is against that bloody Horkon Heartripper with his poisoned dagger - I find him completely useless! If you must include

him, then only try and stab lightly armoured targets like Jordell Freshbreeze, since someone like Morg N' Thorg with his AV of 10 will probably resist it, and then he'll flatten the assassin in his own turn. However, Tuern Redvenom from CJ 25 is a valuable addition to any side.

HUMANS

Supposedly the most flexible of sides; I find that this flexibility only comes from their Star Players, since the basic human team doesn't have masses going for it in my opinion (then again, maybe that's just because of the way my regular Human opponent Matt plays) (*Well, that doesn't say much for him then, does it? - Ed*). Their passing play is their main feature, but they lack the accuracy of the Elves. They can't run with the ball brilliantly, lacking the amazing speed of the Skaven, and the sheer refusal to lay down and die of the Orcs, those other great runners. However, add Morg N' Thorg, The Mighty Zug and Luthor von Drakenburg (a particularly nasty tactic that one - he's a vampire!) for a bit of muscle, and Griff Oberwald for some speedy punch, and the humans can stand against anyone. Matt does like his big players, so the matches pitching his Humans against my Orcs tend to be very bloody indeed, but this isn't the way it is recommended to play with them.

DWARFS

Let's be honest here: Dwarfs cannot run with the ball, they are just too slow and clumsy. Passing plays are risky to say the least. So, the novice says, how do I win? Simple, the experienced Coach replies with only a hint of smugness; don't even try to play the game. What you do is spend a lot of time attempting to keep your opponent from scoring, and just grind down their team as much as possible. When there aren't all that many on the pitch (you'll probably outlast them, due to your *Thick Skulls*), form up the tightest block you can and score that Touchdown! You have a lot of good players - Long Beards, although agonisingly slow, are quite exceptional at defence, and the plethora of skills possessed by Troll Slayers means that even big guys have to be careful.

Star Players: Don't make the mistake I did by starting off with the Deathroller in your side. It's slow and surprisingly easy to damage,

It's only a Game

because it has the major disadvantage that once it goes over, it doesn't get up again. It also tends to get sent off very quickly. Stick to real Dwarfs, such as Grim Ironjaw for starters. As ever, look in CJ 25 for those lovely new/old Star Players (aah, a chainsaw, a bazooka(!), now I'm happy!)

CHAOS DWARFS

This is not an easy team to win with. The Chaos Dwarfs are slow, and the Hobgoblins are only mediocre (but by no means rubbish). Efforts to grind down the other team are almost definitely the way forward here, especially with players like the minotaur Grashnak Blackhoof. The blunderbuss can get you out of a tight spot if carefully used, and also might just put the ball in the ideal position to score if you're really lucky. If possible, acquire the services of Hthark the Unstoppable, the bull centaur. He's your fastest player, with a Movement of 6, and the *Sprint* and *Sure Feet* skills. What's more, his *Break Tackle* skill means he can use his Strength of 6 instead of his Agility to dodge out of tackle zones - intensely useful!

SKAVEN

You dirty rat... Properly used, Skaven can be a nightmare to play against. A mutation such as *Long Legs*, or a rare movement advance, can be a superb addition to a Gutter Runner. Not many relished the idea of playing against the Skaven team I coached once which included one of these little nasties with a movement advance and the *Sprint* skill. This combo meant it could cover the ground from my side of the halfway line to the opponent's end zone in one turn! An Agility of 4 meant that it could easily dodge through my opponent's tackle zones, and away we went... If necessary, give one the *Right Stuff* skill if you get the chance, then chuck it downfield with your rat ogre. The speed of these little devils will mean that you can score a surprise touchdown from a long way within your own half, if you execute it properly. Even without a big guy to chuck them, a few Gutter Runners running all over his half while your Thrower stands with the ball, protected (temporarily at least) by your Stormvermin can lead to your opponent's eventual nervous breakdown after a little while. But with all Skaven, beware of being hit...

Star Players: Headsplitter the Rat Ogre provides some much-needed muscle, but as for the rest, I generally find I can get on fairly easily without them.

CHAOS

Ah, real muscle at last! Potentially at least, everyone in this team can have a Strength of 4 (Chaos Warriors anyway, Beastmen with their *Horns* physical ability if they Blitz). Use the same general tactics as the Dwarfs: stop them from scoring while you annihilate them. Not many teams can stand up to a Chaos team in a protracted brawl, especially with the abundance of big players (Matt's other big team, 'The Anarchists', boasts a front row of Grashnak Blackhoof, Ripper Bolgrot, Morg N' Thorg and Lord Borak the Despoiler!). The Stars in CJ 25 provide for a bit of variation as well. What's more, don't forget the various Orcs and Goblins who can play for Chaos as well.

UNDEAD

You literally do need a bit of coaching magic to get this lot moving anywhere, let alone to the other team's end zone. Undead teams, for me, just seem to lack personality. This is nothing to do with their playing skills – what other team not only comes back from the dead, but was already there in the first place? I just don't like them all that much. They are also difficult to master, having difficulties similar to those of Dwarfs. A powerful Star Player like Luthor von Drakenburg adds a bit of much-needed flair to the guys in grey, and an attack with him at it's head is likely to have some success, whether its purpose is scoring or slaying. I've even seen a fairly effective passing play with some Ghouls. However, it's not advisable to start off with the Undead until you have a bit of experience. If you must, then I consider as many Ghouls and Wights as possible an absolute necessity.

GOBLINS

Ah, the sneaky little beggars of the game. Goblins are small, cheap, not all that effective, but have an amazing variety of secret weapons and Star Players willing to play for them. It is this that will, ultimately, save them from complete and utter oblivion. A chainsaw, a ball-and-chain, a few bombs and a big Troll or Ogre can mean that the Goblins will pull off

the occasional surprise. However, don't get your hopes up at first, since they're going to need to hire a few Star Players before anything special happens.

HALFINGS

Forget it. I defy anyone to do well with these lardy cousins-of-hamsters. They are, just like Goblins, small, cheap and even more ineffective, but don't have the saving grace of various Star Players and secret weapons. So they can hire a Treeman? So what? The only reason to play with Halfings is if you want a very good excuse for losing. Tactics? Get the ball and get chucked.

IT'S ONLY A GAME! (Second Half)

In the first half I gave a brief introduction to the various races available to the novice Coach in Blood Bowl. I am now going to provide my tactics and advice for my two main teams, the Orcs and the Wood Elves.

Wood Elves

The Wood Elves are, without question, a passing team. The accuracy of their throwers and the ability and pace of their catchers mean they can run other teams ragged. However, achieving this requires some careful thought. Below are three plays which I have used to great effect in the past.

'The Wings of Isha' (or 'Where's it gonna go?')

The main problem with this play is that it requires at least three Catchers. Many Wood Elf Coaches don't like to start with this many in their side, since they want to purchase the slightly beefier Linemen, or the excellent Wardancers. It can work with just two, but it's better with three.

When you receive, run the Thrower to the ball and pick it up. Since Wood Elves are fairly fast, you'll almost certainly reach it in one turn. Pull back a few players to form a 'pocket' similar to that shown in WD 220 for the Human team. Then run your Catchers into the opposing half. With two, run down the wings in order to avoid excess tackle zones, but remember to move inwards at the end of their move, in order to avoid being blitzed and knocked into the crowd. If you have three

Catchers, or are prepared to use a Wardancer instead of one, run down the middle, making sure that at the end of your move you are not in a position to be blocked. Now, your opponent has three players to worry about; any one of them could receive an accurate throw and race in to score. He might go and take out one, and there's not all that much you can do about it, but that leaves the other two free. He'll also try and put as many tackle zones between you and the end zone as possible, but you'll just have to deal with that (this is where a Wardancer can have an advantage – not only *Dodge*, but the exceptionally useful *Leap*). The only really effective thing he can do is try and sack the Thrower who is waiting to launch the ball, so beware of playing this with inadequate protection, especially against teams with fast, hard-hitting players like Dark Elves. If he fails, on your turn just throw the ball, catch it, then race in and score that Touchdown.

'The Eye of Orion' (or 'Dat's not what dey did last time!')

This play is the perfect follow-up for when you next receive the ball after you've already scored using the 'Wings of Isha' play. This time, using a Wardancer instead of a Catcher in the middle of the field is definitely advisable. Run the Catchers down the wings as before, but don't send the Wardancer quite as far through the middle. In this way, the Wardancer will not appear quite as much of a threat as the two Catchers, and it is they who will probably receive most of the attention. Normal things: one goes down, then other gets a tackle zone or two to get out of.

Should your opponent fail to take this bait, and instead nails the Wardancer, throw the ball to one of your Catchers as before. However, should things go according to plan, throw it to the Wardancer. He is very likely to catch it, then can either make a sprint on his own, possibly using his *Leap* and *Dodge* skills to get out of trouble, or run to your other Catcher and make a hand-off. Then, having confused your opponent, run in and score another Touchdown!

'The Greenwood Arrow' (or 'Oi, dat's cheatin!')

This next play is very beardy, but it almost always works (*hey, let's try and keep this a*

beardy free zone! – Ed). Personally I don't like using it very much, since it seems a bit like cheating, but occasionally desperation means I have to. The premise is quite simple: give a Catcher the *Right Stuff* skill, get a Treeman, get the ball to the Catcher, and huss him for all you're worth (*Is 'bussing' a legal move in Blood Bowl?* – Ed). Although it is virtually impossible for the Treeman to throw the Catcher accurately, the Catcher is likely to land correctly (especially if you have a Re-roll handy). Then it's a simple matter to zoom past your astonished opponent and score.

Wood Elf players are really quite weedy, except for the Treeman (doh! obviously). However, what about the Wardancers? Why are they quite so expensive? The answer is, of course, because they're worth it. The *Block* skill is always useful, the *Dodge* skill can easily get you out of trouble, as can the *Leap*. Although not heavily armoured they are fast and have a fair bit of muscle, so two of them working together can prevent a Touchdown. Another tactic I like is to put them fairly near the front line when defending, then threaten your opponent's thrower with them. If he's waiting for a good opportunity to throw the ball then race down the field and beat him in (remember that *Leap* skill to get past annoying opposing players). If he sees the threat then he either has to run towards his own end-zone to get away, which will just increase the distance he has to throw it next turn, or he can throw it quickly before you get to him. This will mean he has thrown it before he wants to, and any way that you have of getting your opponent to do something he doesn't want to is good news. If he throws it over you at all, make that interception attempt! You won't lose anything, and you might give him a very nasty surprise.

Star Players: I really think that the Treeman is a necessity to give a bit of a punch to your team. In the league I play in, we have a rule that although more than one team may have the same Star Player, no Star Player may be duplicated within a team (*now there's a rule that Jervis would be proud of!* – Ed), so having more than one Treeman isn't an option (*unless, of course, you have the Blood Bowl Compendium to hand and are following Jervis's rules for Big Guys* – Ed). Nevertheless, he's very worthwhile. You can only have two Wardancers, so Jordell Freshbreeze is a great



Orc Throwers - 'Da Crackheads'

addition. An Agility of 5 means no-one's going to lay a hand on him in full flight, especially with skills like *Leap*, *Dodge* and *Side Step*.

Da Orcs

And now, we present my favourite team of all, the greenskins. For some reason, I seem to have a knack with Orcs (you could call it a green thumb, I suppose... if you were feeling exceptionally sad), which allows me to do things with them you wouldn't normally expect (*keep it clean please!* - Ed). Effective passing plays, bashing-in Chaos teams, organising a song-and-dance routine, the list is endless... Once I took an Orc Blitzter, dodged into the square the ball was in, picked it up in two tackle zones, dodged out again, ran the rest of my movement, then sprinted without falling over, and finally threw a long pass to a Lineman! Of course, the donkey didn't catch it, even with the use of my Team Re-roll for that turn, but you get the idea.

Before I present my plays which might just provide you with victory on that field of dreams, nightmares, blood, sweat, blood, tears and yet more blood, here is the starting line-up of my latest Orc team, before they played any games:

Player	Cost
• 3 Orc Blitzters	180k
• 2 Black Orc Blockers	120k
• 1 Orc Thrower	70k
• 5 Orc Linemen	250k
• 1 Goblin	40k
• 3 Re-rolls	180k
• 6 Fan Factor	60k

The team name is 'The Crackheads', and all the players are named afta' myself and my friends. I leave you to draw your own conclusions... (*Er... supergroovycool or something!!* - Ed.)

'The Double Header'

A fairly simple play this one, and quite similar to the 'Wings of Isha' play from the Wood Elf tactics, in that it concentrates on two teams of wide receivers, one down each flank. However, there are important distinctions.

Firstly, instead of one Catcher down each flank, send one Blitzter and the Gobbo down one, and the two other Blitzters down the other. Since your Orcs are very unlikely to catch the ball in, or dodge out of, multiple tackle zones, they gang up in order to barge

their way through. The two Blitzters should have no problems, while the Gobbo, although not much use in a scrap (but his assist can be valuable) is your most agile player, since his *Sprint* skill ignores tackle zones. If he gets the ball, run off with him, while his Blitzter 'bodyguard', discourages pursuit. After the little fella's got some Star Player points, give him the *Catch* skill, or possibly the *Sprint* skill, and watch that scoreboard start to clock up.

'The Rolling Maul'

Possibly the simplest of all plays this one, since it consists merely of getting as many Orcs as possible around the ball and charging downfield. Not advised for use against fast teams like Elves unless you've already severely depleted their numbers, since they'll easily outmanoeuvre you and then make your life hell with tackle zones. On the other hand, it can be used as an effective time-waster if you're one Touchdown up and a few downs from the end of the match, since the Elves will have to be lucky to break down the solid mass of green muscle you've surrounded to ball with. With most teams, especially Dwarfs, once you've knocked over the ones at the back of your block of Orcs, they'll find it difficult to get up and make an effective contribution to

stop you moving forwards due to the three square movement penalty. A square block of Orcs means it's impossible for assists to have an effect on you at first, just beware a large monster charging in and laying waste to all and sundry.

'Heads up!'

A classic Orc tactic, and one discussed in the Blood Bowl book. You give the ball to your Goblin, you go and stand next to the big guy, and you throw the little fella down the field. Simple. Don't be too worried about getting the throw accurate, just keep the re-roll back for trying to land correctly. I don't consider this play cheating, like I do with 'The Greenwood Arrow', since there is considerably less chance of success. The little guy isn't as agile, and so cannot land as easily. Also, he isn't anywhere near as fast, so you're going to have to throw him further.

I think Orcs are a very good team indeed. Although they lack a bit of speed when compared to Humans, Skaven or Elves, they have muscle to make up for it. None of these races are going to relish going up against Black Orcs on the line of scrimmage, even though they don't start with the *Block* skill. In



'Da Hit Skwadd', Orc Blitzters - 'Da Crackheads'

addition, you can have four of the excellent Blitzers. With Orcs you just need to play to your strengths, and remember the 'Eight Commandments' which apply for all races.

1 If you're playing a faster team, always keep a couple of players back near your Endzone to nail anyone coming through.

2 If you have the ball and can score a Touchdown, think about whether you need to. If you've blitzed their only deep defender on your way, and he's now in the Injured and Dead box of the dugout as a result, there's no

opponent who thinks like I do, if he can't reach you he won't bother, and he'll just concentrate on trashing the rest of your team while you ponce about near his Endzone.

3 If you can try to intercept, then do it. Although it's not particularly likely to succeed even the least agile of players might come up with a 6 to do it automatically, and if you don't then you've lost nothing. (I once managed to Intercept a pass with a Dwarf Longbeard, but then I'm a jammy four-eyed g't, as my opponent pointed out to me at great length.)



Black Orc Blockers – 'Da Crackheads'

one who can reach you next turn, and you're playing a team such as Orcs with a Goblin and a large monster who can conceivably score in one turn, and this Touchdown will only put you one Touchdown up, and you're approaching the end of the half, do you need to score, or should you hang around to waste as much time as possible? (*Pbew! I thought that sentence was never going to end – Ed.*) It's entirely up to you, but remember you might be giving your opponent enough time to remember the Special Play card he'd forgotten about. Also, if you're playing an

4 Never get carried away with anything. If you need to pass the ball to score, then don't try and clobber the other team's front line first. If you fail, you suffer a turnover, and then all sorts of hell can break loose. SORT OUT YOUR PRIORITIES!

5 Never assume that anyone is invincible. A common mistake made by owners of Deathrollers and Treemen. One assist and a minotaur using his *Horns* ability to blitz you, and you can say 'bye-bye' to your Death Roller.

6 Don't push your luck. If you've made a



Da Boffin (posing again – naturally!) with his miniatures.

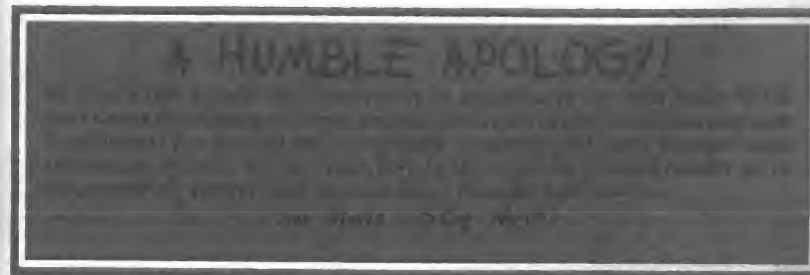
superb move with one of your players, dodging through five tackle zones simultaneously or some such effort, don't try it again unless it's absolutely necessary or you don't care if you suffer a turnover at this point. You'll roll a 1 twice for your first dodge roll, believe me.

7 On a similar line: NO-ONE IS INFALLIBLE. No matter how good his stats, your Star Player is gonna come a cropper sooner or later, whether from blocks, or just falling over.

Therefore, don't base a team on a single Star Player. It should be, as the name suggests, a team, able to cope with losses and working together as a unit to defeat the opponent. Ha, ha, ha!

8 Never ask Mighty Zug what species his mother was!

That's about all for now, so get out there and coach your team of raving lunatics to success! I'm off to win the double of our league title and the Blood Bowl trophy. See you around...



It's 'Is there anybody out there?' the Journal's letters/reply forum that lets you have your say.

Since the long awaited re-release of Blood Bowl it appears that everyone's gone Blood Bowl barking mad. We've included some of the best Blood Bowl letters along with the usual catalogue of praise, gripes, advice and disturbing madness!

DA RAGE RACE

Being a mad Gorka Morka fan I just had to share this cross between Demolition Derby and Formula One with you. This scenario is, to put it simply, a race down one end of the board to the other. This sounds easy enough, but when you think how many times you fail your thrust tests, it becomes very thrilling!

After a good days fightin' your boyz go down to da Brewboyz and, naturally, get a bit plastered and, naturally, get a bit violent. So, when a rival mob blunder into the Brewhouse the drunken boyz shout out a challenge to race down Da Skid. Naturally, they accept! This scenario can be played using any number of Mobz (the more, the merrier!).

Each player takes one vehicle with a gunner, driver and Nob and deploy the vehicle behind a pre-ordained starting line marked on the long edge of the board. You can spice up the race a bit by including any amount of dangerous and inconvenient obstacles, mines, oil slicks and other terrain features. The following special rules apply:

Use the Rollin' road rules as described in Da Chase scenario.

Da bet: Each Nob shouts abuse at the other Nobs, to represent this each Nob puts in three scrap counters (don't deduct this from your teef hoard!) his boyz had found that day. The winner gets all the scrap and rolls for the value of each scrap counter as normal.

Experience:

- +20 for the winning driver
- +10 for the winning Nob
- +10 for the driver who comes second
- 5 for the losing Nob

Remember, those Boyz who didn't fight don't get experience!

When I played this scenario with two of my friends we thought that although it's very simple, it's definitely enjoyable! Our vehicles were skidding and spinning everywhere!!

James Reichelt, Cheltenham

NERVES OF STEEL

Necrons, at first glance, may appear to be very hard to kill. With a Toughness of 5 and a 2+ Save makes them even harder than Space Marines, plus they always set-up last and go first. They are immune to all electronically powered hand-to-hand weapons (say 'bye-bye' to your prized close combat Terminator squad) and for every Necron within 6" of one of your models there is a -1 to hit penalty. They can even return from the dead, so to speak. They really are a nightmare! Well, that is until I found their weaknesses.

The easiest way to take out a Necron force is to try and out-shoot them. Due to their high points cost (a basic Necron Warrior is a massive 44 points!), they'll have fewer weapons to shoot at you with, and their lack of heavy, long-range weaponry means they will not be able to shoot you for the first few turns. This is unfortunately a fallacy, because if they have a squad or two of Destroyers, which can whizz around behind

your forces and distract them while the main battle-line of Necrons advances. You can combat this by placing one or two of your Heavy squads on *Overwatch*. This may work, if you are lucky, but you will probably miss due to the Destroyer's fast speed and the fact that it will probably be emerging from cover which soon becomes a total of -3 to hit if the Destroyer is travelling at Combat or Fast speed. However, if your opponent is too cautious this may work as he may not be willing to reveal his Destroyers just yet as they are fairly fragile (with an Armour Value of 12, plus the driver can be taken out by a mass of light arms fire). The Destroyer has also only one gun, so you should be able to out-shoot it quite easily (if it holds still long enough!).

Basic weapons will do very little damage against Necrons (a bolter needs 5+ even to wound a basic Necron warrior, and even then it has a 3+ Armour Save), but high powered *Sustained Fire* weapons work a treat (the Assault Cannon is perfect for this). (*Isn't it perfect for blowing away everything?* - Ed.)

Another way to take out Necrons is with Flamer weapons. As these hit automatically their is no way you can miss (unless the target is out of range). Remember, however, that Necrons can move normally if on fire.

Now, Scarabs are a totally different kettle of fish (or is it crabs?). They may have no weaponry, but their high speed and incredible Toughness of 8 make them extremely hard to take down, especially when you take into account their small size. They can zoom across your ranks and land just in front of your heavy weapons, reducing their fire dramatically, or conversely they can clamber all over your lovely tanks and seriously reduce their Armour Rating. While this is going on all the other Necrons will steadily advance with little heavy fire to worry about.

Another tactic you may find your opponent using is putting a group of Scarabs into hand-to-hand combat with your best squad. Great! You may think, but remember that your close-combat weapons will, on the whole, be useless against them, so your squad is tied up in a fight it cannot win. You could try to break from combat, but the Scarab would automatically get a hit on you, which will probably kill one or more of your squad.

A good way of taking down Necrons (especially Warriors and Scarabs) is to run them over. Buy a cheap, fast vehicle speed it up to Fast Speed and head for the enemy. With an Initiative of only 2 (even a Lord only has 4), you are almost certain of hitting most of what you are aiming at. They will then take a hit equal to the Ram Value of the vehicle (if using a Rhino this is a Strength 7 hit with a -5 save and causing D12 wounds, but if you really want to cause some damage equip it with a *Bulldozer Blade* which adds +1 to the Ram value and a weighty D6 to the damage). The only problem with this tactic is that if you fail to kill any of the Scarabs (or they stand back up again on a 6) they will, without doubt, land on your tank and take off 3 points of armour from every location, which is most annoying. If you compare how many points you ran over though, you should find that you have come out on top (a Rhino only costs 50 points, so if it runs over and flattens only two Necrons Warriors you would have the advantage of 38 points).

Another factor to bear in mind is that the biggest guns the Necrons have in their arsenal have only got a -3 save modifier. Terminator squads are useful for taking a lot of hits, but the disadvantage is that their close combat weapon will be useless. Therefore, the ideal squad would be one with lots of long range punch and fairly cheap hand-to-hand weapons. (Try using a Chaos Terminator squad with two Reapers and Chain-axe, they are great for this.)

So, to summarise, try and keep your distance from Necrons. Kill their Destroyers and Scarabs as quickly as possible (probably by running over the Scarabs) and just sit back and watch them fall. Don't get into close combat unless you can help it (Force weapons and the *Chaos Daemon Weapon* Wargear cards are all good for this as they are unaffected by the Necron's Disruptor Zone).

Having only briefly touched upon vehicles, I believe it is quite an oversight that there is no way of removing a Scarab from a vehicle, so I have come up with a suitable rule to represent this.

Any single model on or in the vehicle (or the driver of a bike etc.) may attempt to pull off a Scarab that is attached to his vehicle. This action is taken at the start of the hand-to-hand phase and the crew member may perform no other action that turn (so if the crew member was the driver, the vehicle goes out of control as if the driver was killed). This is obviously very dangerous, especially at high speeds, so the model attempting this must first pass an Initiative test, adding +1 to the total rolled on the dice if the vehicle is travelling at Combat Speed and +2 if at Fast Speed. If the vehicle is stationary then this test is not taken. If the test is failed the model falls off the vehicle and takes a hit using the vehicle's Ram Value. If the test is passed fight a round of hand-to-hand combat as usual, but no-one may *parry* or gain multiple attacks from two hand weapons etc. If the Scarab wins nothing happens, the crew member is forced back into the vehicle, or back onto his seat if he is riding a bike. If the Scarab lost, then the winner counts up how many points he won by and rolls a D6 for each point. If any score a 6 then the model has pulled off the Scarab and throws it over the side. The Scarab takes a hit equal to the Ram Value of the vehicle. A passenger who is travelling in the vehicle may also try this action.

Adrian Hey, Manchester

STUNTIES COMING HOME

I am writing to inform you of the enjoyment and ideas I have received from your games, especially over the last few weeks. The letter that follows mainly concerns itself with the game of Blood Bowl but it also touches the surface of some of your other games most notably Warhammer 40,000. I think that before I begin I should give you some background knowledge of my gaming experience.

I began gaming about 5 or 6 years ago after my brother introduced me to the original version of Blood Bowl. I fell instantly in love with the games and there has been no looking back since. I walked into Games Workshop Liverpool in July of 1992. With my recently acquired birthday money I bought a paintbrush and a rat ogre for Warhammer, but I had no paints and ended up using my dad's real paints in order to paint the model (*no-one told me that the paints we sell are imaginary!* – Ed). I still have it today and almost no detail can be discerned on it! Anyway from this one model I now have a collection of thousands.

I began buying miniatures and learning how to paint them just for fun at first. This all changed, however, with the release of the updated Warhammer 40,000. With this I began to collect armies and play the games. I fell in love with the models and the way the games were played, they were just so different from anything else that I had ever played before. I started going regularly to Games nights on Thursdays and entering every available tournament that I could. My collection started with a Space Wolf army but at the time I couldn't (and still can't) stick to one army. With the release of Codex Eldar I collected this weird and wonderful alien race. I managed to stick faithfully with this army for some time (quite a feat for me). I bought all of the new Codexes as they came out but none really caught my attention the way that Codex Eldar still did even after all this time. Eventually I began collecting Imperial Guard and have quite a sizeable army and for once I am almost entirely happy with my army (although I have recently had my soul tested by the dark gods of Chaos).

As new games came out I added them to my collection. At times I have owned HeroQuest, Space Crusade, Space Hulk (twice), Warhammer, Necromunda, Man o' War, GorkaMorka and even the main purpose of this letter, Blood Bowl. I owned the last version of Blood Bowl a few years ago but sold it in a car boot sale together with Death Zone and a few boxed teams for just a few pounds (how foolish I look now). However, I picked up issue 220 of White Dwarf and read that Blood Bowl is back.

I have to admit that at first I wasn't overjoyed as last time because I had no one really to play. However, I went into Games Workshop Liverpool and started talking to one of the staff members (Anthony) and this immediately re-kindled the passion I had for the game a few years back. I immediately rushed home and raided by back issues of White Dwarf (I have almost every one since issue 100). I found the articles in the White

Dwarf since it was last out (about issue 172 to 190). I read every article and then read them all again. With my passion high I returned to Games Workshop Liverpool for an introductory game which gave me a quick refresher.

I was then told of a Blood Bowl tournament just three weeks away during the Easter holidays. I decided that I just had to be in it and was determined to win, or maybe come second or get to the semi-finals, or second round at least! It dawned on me that I had three weeks to buy a team, paint it and practice with them for the championship. In order to give me as much time as possible I registered my team for the finals which were three weeks four days away.

I scoured the Blood Bowl and Death Zone rulebooks to pick my team. I opted for Undead as I liked their ability to *Regenerate*, but one of the articles that I read in an old White Dwarf nagged at me. Who knows what would have happened if I had mail ordered the Undead team that day and ignored that accursed article. One thing I can be sure of is that I would not have had as much fun or deaths against me as I did! The man I both thank and blame for the extraordinary string of events that were to follow is Jeremy Vetock. He wrote an article on a Halfling Blood bowl team and they seemed to be the perfect challenge to me (*and to everyone else, no doubt! – Ed*). I mail ordered 13 Halflings and picked up a Treeman from the store against the futile attempts of friends and staff eager to stop me making a mistake?

Two weeks later I had my Halfling players and my Treeman all assembled and painted ready for action. Only now I realised that I had one week and four days to get my tactics sorted and the rules of the game straight in my head. My first game was against the staff member Anthony who agreed not to kill more than five of my players if I didn't score. Sure enough this fired me up, I was ready for anything and I lined my team up for the first time.

My team consisted of the following:

13 Halflings: Short Bread, Fat Boy, Lard-arse, Stumpy McGrew Flabogagan, Big Cahoon, Dark Horse, Toy Boy, Gambo, Mr Flibble, Puggy Baconbreath, Fruit cake, Treeman Star Player Deeproot Strongbranch and myself Spudy Onionbreath.

1 Halfling Master Chef, 1 Apothecary, 3 Re-Rolls and 5 Fan Factor.

My team name was the 'Cranberries' and I 'Spudy Onionbreath' was their captain (my real name is Simon but everyone in Games Workshop Liverpool knows me as Spud). I lined them up with my one tactic in mind which was to throw my Halflings with the ball. I received the ball via a Touchback and threw the Halfling with the ball. He scattered and then landed on his head killing him instantly! I think I needed to develop new tactics. Consequently I was hammered 3-0 and had three players Seriously Injured.

I soon had challengers thick and fast eager to smash my team into a bloody pulp. I played a Human team and again had three players injured, but halfway through the match I was only 2-0 down and had the ball. I tossed the player who miraculously landed on his feet and scored, my first Halfling touchdown!!!!!!!!!!!!!!!!!!!!!!

Eager to play again I challenged one of the people who had already won his respective day in the tournament and was a really good opponent. His Undead team easily walked a 4-0 win and inflicted a whopping nine injuries, killing two Halflings and my Treeman. Hmm, back to the drawing board! I retired and began afresh eager to learn from my mistakes. I decided on playing a slower team for once and opted for a Dwarf team. Miraculously (that Master Chef is just great!) I managed a 2-1 victory, even managing to inflict more injuries on his team than mine!

On a high, I challenged the Undead team which had forced me to retire earlier and I had learned from my mistakes. A 3-2 win followed with me scoring on the last down of the game! It was great stuff.

I then went on a roll beating High Elves, Humans, Chaos (one of my Halflings with *Mighty Blow* killed Lord Borak!), Orcs and I even had a 6-6 draw with Skaven, which was the best game I've ever played. On the last down of that particular match I needed to make a *Go for It* roll to win and failed twice even with a re-roll! (*I knew there was a*

reason I swear more playing Blood Bowl than any other game – Ed.) With my new and improved team I was unbeaten and wanted to prove to the disbelievers just how good Halflings can be. My tournament game was coming up and boy was I nervous.

At high noon I entered the store, ready for action. I was pleased with the draw as I faced the same Orc team that I had previously beaten. Unfortunately I couldn't see my opponent (in fact only two other players turned up, which was a bit of a bummer). Since the other two competitors (Wood Elves and Skaven) were drawn against each other I had to wait for a couple of hours and then got straight into the final. No-one could believe that Halflings were in the final (the less said about the opening rounds the better!).

I was up against the Wood Elves who were 2-1 winners, but thanks to the Ratmen were down to seven men. I began my first half by putting two of his players into next week with the Treeman while my Halflings ganged up on the rest. One of them still managed to break through and score (they're nippy little buggers that's for sure), I couldn't believe it. At half time it was just 1-1 despite him being down to an utterly ridiculous five men! At the end of the match I had won 4-1 and booted all but two of his players off the pitch by Fouling. I couldn't believe it, I was in the Cup Winner's Cup and the Halflings had won the Blood Bowl.

Saturday came and the final draw for the Cup Winner's Cup was made. The only person that I didn't want to meet was Ritchie with his Human team. It might have been something to do with him being the North West gaming Champion and a master Blood Bowl player. Sure enough he romped home with a 3-0 win, but I did manage to get his Mighty Zug sent off, another player sent off and killed both of his catchers, so I wasn't too upset.

When I got home I placed my limited edition Blood Bowl trophy on my shelf (which is now painted, of course). I always used to play games with more than a hint of seriousness but since playing with Halflings, which you expect to lose, it's much more fun and you meet a lot more people. So, a big thankyou for releasing Blood Bowl again and rekindling a light hearted enjoyment of the hobby and a big thankyou from Mr Onionbreath as I am now known in the store.

Simon Burdett, Liverpool

WHY NOBODY WANTS TO PLAY WITH SQUIGGY

I have witnessed a recurring problem in Warhammer 40K, concerning army imbalance. Being a strategy nut myself, you learn to balance out your armies so they can become stronger. When you play computer games such as Warcraft or Starcraft, you learn that if you rely on one troop type alone, you get fried. Back to the point I was making, I've seen so many armies that consist of just Gretchin, Genestealers or Terminators that it makes me want to puke. I would blame this problem on the fact that Games Workshop likes to make it so that the availability of models for each race is so limited in range, that an Ork army has to have 100,000 Gretchin or else it won't work! The only remedy I can see is for the availability for the armies to become broadened and more expanded.

Games Workshop does make the world's most incredible games, but has got to get it's head-out-of-the-sand and address these problems. I have some suggestions: Eldar Long range artillery, for Space Marines some sort of cheap forces and more hand-to-hand guys, Ork long range artillery and an Ork equivalent of a Terminator (Mega armour? Yeah, right), for Imperial Guard not so many ~#\$\$%^&! tanks!, for Tyranids/Genestealers some 'Space Marinesque' troops (have similar weapons, similar attributes), and for Chaos more powerful Chaos Space Marines.

In conclusion, if you can vary your armies and troop types, you'll have a lot of fun watching your friend sweat as you blow his army of Gretchin to tiny pieces with your Basilisks and your Bikers.

David Thompson, USA

Hmm, a lot of players still fail to grasp the point of unique, balanced armies. In real warfare generals have to use the resources that they are given and making the most of the troop types that they have at their disposal determines the greatest strategists. If you were playing a WWII wargame you wouldn't swap your cheap but naff Sherman tanks for King Tigers because they are better and that would be 'fairer', simply because it would be unrealistic. With that in mind you have to consider the background of the race that you are playing (you wouldn't believe the amount of gamers that haven't read the backgrounds to their armies!).

Eldar, for example, are renowned as a sophisticated race who view warfare as an aesthetic art form and their preferred tactic is for lightning fast attacks, concentrating upon close combat and high manoeuvrability. For an army that relies on such tactics, long range artillery would appear to be pretty pointless. As with Orks who are infamous for their ramshackle, unpredictable technology they cannot hope to imitate the level of sophistication necessary to make Terminator armour.

It is the specifically themed backgrounds of each of the armies that makes them unique, each having different advantages and disadvantages which need to be exploited in order that they be played to their utmost ability. If each army list were to be amended so that it's weaknesses were eradicated then they would lose that original, challenging feel and became all too similar. A good general does not seek to change his troop types because he is weak in certain areas, he changes his tactics and style of play.

So, if you still want harder Chaos Marines it's tough!

A BIT OF FLAG WAVING

Oh !%\$#, I just dropped the standard bearer! Phew, the paint job's ok... NO! The banner's ripped. Sound familiar? Banners and standards really make a figure/army stand out but are often fragile. Even careful handling can result in an annoying tear. I am an obsessive modeller – even if it doesn't make the model look bad, a torn standard bothers me. It is possible to make banners out of other materials than paper, of course, such as foil.

Foil, however, is not perfect. It is time-consuming to transfer the image from one side to the other. Fortunately, I think I've hit on a pretty good answer. Drafting Mylar (Hub! – Ed). Mylar is a tough plastic (comic book collectors will recognise the substance) that is difficult to rip, but easy to cut. Drafting Mylar, also called matte, is used as the original drawing that blueprints are made from. Though it is not perfectly clear, due to preparation for drafting, it is see-through. This makes it easy to transfer images – there is no need to even trace, pencil lines will show through under the paint (just make sure you use the two-sided variety). As for paint and pencil, it takes either very well and ink. Also, light colours will need an undercoating with white, but you are all used to that anyway, right? For those who like dynamic banners, it can be 'worked' to hold a shape. Luckily, acrylic-type paints like those offered by Games Workshop will bend rather than crack. The one weakness, from a modelling standpoint, of Drafting Mylar is in attachment. I've tried every type of glue I own from polyglue to solvent, even CA, and the only thing that will bind the stuff is epoxy (I use this steel-impregnated brand that could hold a rocket to the ground!). If you've never used epoxy, I recommend trying a couple of test runs before attaching your beautiful standard. It comes in two parts, has a long fixing time and an even longer drying time but it holds like nobody's business and the bonds will even strengthen over time!

Where can you get it? I have no idea, I got mine at work! Only kidding I honestly don't know where it is available retail but I can tell you where to get it for free. Every land surveying or civil engineering firm will have the stuff and there's always a surveying firm nearby, it's their job. They will undoubtedly have scrap available and if you kiss a little @\$\$, they're sure to give you some.

*Jay Toscano
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STUNTIES: HOW TO HANDLE THE LITTLE GITS

Now, we all know that Halfling teams aren't the easiest team to coach out of all the other teams who can actually get other skills apart from Agility. The Halflings are really cheap which enables you to field loads of Star Players as well as a fair number of actual players. My own team, 'The Mootland Marauders', has both Jobo Hairyfoot and Puggy Bacon Breath (See Journal#9 and Journal#25 for these players). The Treemen are also valuable additions to your team if you want them. Although Halflings aren't the strongest team either as the stronger teams, like Skaven, Chaos and Orcs, can mop the blood-stained floor with them. If you roll doubles, however, you can get some really good, useful, skills like *Block*, *Tackle* and *Dirty Player*. There aren't many Halfling miniatures to choose from so I have used 2nd as well as 3rd season miniatures. I have also used the Dwarf cook from the Dwarf Globber (if you ring the Trollz and ask for the Dwarf cook from the Globber in Troll#5, they should know what you're talking about) as a Master Chef and the Halfling Cook from the Hot Pot as an Apothecary (I know it sounds stupid, using a Halfling Cook as an Apothecary, but it's soooooo much easier to paint a huge, blotchy, red cross on that huge, chef's hat) and I don't think I should tell you my Head Coach model since everybody's Head Coach reflects their own personality.

Now onto the strategy. The best strategy I've used is bringing around three players towards the most powerful players and try to injure the big git!! If you have a Treeman throw insults at your opponent (like 'aaaaah, ya wuss, betcha can't touch my Treeman with your little Orco-babys') and he or she should eventually crack and send their team howling after the big guy. He should be able to injure a few of them and even though he will get injured himself it won't be for a while.

I have my own team that isn't the best but it gives you an indication.

Jobo Hairyfoot (60,000gps), Puggy Bacon Breath (90,000gps), 12 Halflings (360,000gps), 3 re-rolls (180,000gps), Fan Factor 7 (70,000gps) 3 Cheerleaders (*now there's a borific thought - Ed*) (30,000gps), an Assistant Coach (10,000gps), an Apothecary (50,000gps) and a Master Chef (150,000gps).

You can change this list around to make it more useful. Now, you may not be wanting to read anymore but I must say, if you're thinking of making a Halfling team, use quantity in the place of quality. In the words of Head Coach, Merrie Plumpfellow, 'Mmmf, Mumf, Mmmmmmmffff!!', because this comment was spoken during the Coach's iced bun, this probably means 'We'll do anything, so long as we get fed afterwards!!!'

Eoin Dornan
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IF YOU CAN'T BEAT 'EM JOIN 'EM

I am a little confused about the current amount of attention given to the 'power gamer'. I guess I don't understand why people get so angry with someone using the rule book to their highest potential (*is this a 'beardy' in sheep's clothing? - Ed*). If Games Workshop went through so much trouble to ensure that all the army Codexes are balanced and the troop types allowed were balanced, then what is the problem?

Each Codex allows for only so many of each troop type. Each Codex stipulates how much of the army points must be spent on which 'type' of unit, as detailed in the army selection box. It seems to me that a bunch of people don't know how to run their own army well enough to defeat these 'power gamers'. Quit complaining and look for ways to get around their 'unstoppable' force. Most of these armies are very beatable if you use your unstoppable force. Spend some time to understand your own force well and eat these people for lunch.

Tony Johnson
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PITCH PROPS

When I purchased the 3rd Edition of Blood Bowl, I was overwhelmed with the quality of art-work and detail used for the pitch. After my first few games, I began to think how these artistic details could be used to a player's advantage (or disadvantage in some cases) during the course of a game be it as a last desperate attempt to stop someone from scoring or just to aid in the spillage of blood (besides, it's a bit of a laugh!). So, I came up with these amusing rules which will appeal to those of you that have several screws loose:

Mushrooms: Any player *Going For It* (into or out of this square) will need to roll a 3+ rather than 2+ because it's slippery.

The Spill: If, like me, you're an avid Blood Bowl player, then I'm sure you've noticed the spilt barrel of Bugman's by the side-line (what a waste). The rules are as above but in addition, any Dwarf who enters an adjacent square must roll a dice, on a 1 or a 2 the player notices the beer going to waste and must move to the square with the spill and spend 1 point of movement having a drink (including as many *Go For It* rolls as necessary, even if it's more than allowed, don't forget the player needs a 3+). On a 3+ the player doesn't see the spill and carries on.

Broken Glass: If a player falls over in this square then when rolling for armour and injury, add the *Mighty Blow* modifier (this is in addition to any other modifiers).

The following are items which may be picked up and used in a similar manner to picking up the ball. Remember, a player can only hold as many items as he has hands! Also, at the end of a half or after a Touchdown is scored, there is a chance he has been spotted by the Ref so make a penalty roll of 10+ to see if the player is spotted and sent off. Be it successful or not, the item is always the thrown back to where the player found it.

Limbs: Any player who picks up one of these tasty leftovers may use it when Blocking or Blitzing to aid in slaughtering opposing players. It gives the player holding it +1 to their Strength.

Rocks/Skulls: These items may be used in the same way as limbs but with the addition that they may be thrown at opposing players. Roll as if the player was throwing the ball. If accurate the target may attempt to catch it if he first rolls a 4+ (5+ if it's very sunny), otherwise the player is pushed back and knocked over (as if hit by a player) away from the player who threw it (make armour and injury rolls as normal).

Bottles: As for broken glass but players may Block with it and gain *Mighty Blow*.

Knuckle Dusters: As for limbs but with a penalty roll of 11+.

Helmet: The player wearing it gains +1 Armour for that play after which it is thrown back but with no penalty roll. Each time that player is hit, roll a dice, on a 1 - 3 the helmet is smashed (well it is second-hand!) and unusable for the rest of the match. On a 4+ it survives the beating.

Skull and Helmet: This just counts as a combination of two separate items. See Helmet and Rocks/Skulls sections above.

Rat eating e hand: While the hand is of no real use, the rat may be used in the same way as a rock/skull (see Rocks/Skulls section above). However, you must roll a D6 and on a score of 1-3, the rat bites your hand and scampers off as you try and pick it up (unless the player is Skaven - family ties). The player may do nothing else this turn. If a player is hit by the thrown rat, they are pushed back and knocked over but don't make an Armour or an Injury roll for the player. By the way, the greedy little rat returns to the hand at the end of a half or after a Touchdown is scored.

Small Bones/applecore/eyes/ears/etc: These things are far too small to be of any use but if you get really bored, you can have them as a quick snack if you really want to!!

Daniel Hayes, Winchester

JOURNAL FEED BACK

WE WANT YOU to enjoy reading the *Citadel Journal* as much as we do compiling it. Your opinions are very, very important to us. So if you have something to tell us, please send in this Feedback form. We read every single one of them as they come in, and we may well feature the best of them in 'is there anybody out there'.

As always, if you don't want to mutilate the holiest of holy Gaming Tomes, *Citadel Journal*, feel free to photocopy this page or write your answers on a different sheet of paper.

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SPEED PAINT YER ARMY

By Steve Johnson

It all started at Christmas when I purchased the Warhammer box set containing the Bretonnian and Lizardmen armies for my 8 year old son Harry. I was initially a little surprised at the length of time it took to paint an individual miniature but I persevered and have now painted approximately 160 figures in about 3 months (that certainly puts some of us to shame - Ed). Although I have had no formal training in art I have a tendency to be a perfectionist and have good hand-eye co-ordination, necessary in my job as a consultant radiologist. With help from instructions given in painting guides and very helpful advice from staff in the Watford shop, in particular, Sonic, Jeff and, an ex-member of staff, Dave, my technique improved. The most important motivating factor however was the look on my son Harry's face when he saw a newly painted figure.



The Bowmen of Bergerac take cover behind sharpened stakes

DOH BUTCHA'S KLINIK



A Bretonnian Sorceress leads a unit of spearmen

Having painted so many figures I have discovered a few techniques and shortcuts which have improved my productivity:

1 Undercoat: it is not only more efficient to undercoat the figures using the Citadel sprays but provides a much improved surface on which to subsequently paint. It is important though to ensure that the undercoat is applied evenly and thoroughly over the model, this is particularly so when using the more translucent paints such as yellow or red over white. In addition, the choice of colour of the undercoat can dramatically shorten the subsequent painting time depending on the most dominant colour scheme of the model.



A ferocious looking unit of Temple Guard



A Terradon swoops in for the kill...

2 Inks and washes: the use of these can give instantaneous effect of shade and highlight and I have found them particularly useful for painting such things as Lizardmen loincloths, feathers etc. (using a double coat of *Flesh Wash* on a White undercoat gave a very good effect of animal hide on the Stegadon howdah). *Black Wash* and *Armour Wash* are useful for outlining detail. A mixture of *Flesh* and *Black Wash* is good for a quick effect on horny plates and wooden shafts. A wash of the same colour as the base coat can give extra depth and contrast, such as the scales on the Terradon where I used *Flesh Wash* over *Leprous Brown*.

3 Metallic paints: I find the coloured metallic paints such as purple, green and blue to be particularly useful with standards and other artifacts in the Lizardmen army, reducing the need for time consuming highlighting when using standard colours I am a little disappointed that these colours are being phased out with the new paint range.

4 Drybrushing: this technique is very efficient for highlighting, particularly when painting large numbers of figures such as Lizardmen Saurus warriors, although I now prefer to spend more time with the traditional method of sequential highlighting for the more individual characters. It is still useful with rough or scaly surfaces.

5 Inspiration: I have mainly used the figures painted by your 'Eavy Metal team and others such as those painted by Dave and Sonic in Watford for inspiration but, with experience, I am now experimenting more with colour schemes of my own. I also look for inspiration in natural history literature, particularly with schemes for the Lizardmen characters.

The one error that I initially made was with painting the Bretonnian archers where I followed the colour schemes in the painting guide before purchasing the Bretonnian Army book. It was not until then that I realised the importance of uniformity of colour scheme and have subsequently changed to a different colour. I am now planning to paint another unit of bowmen to compliment the rest of the army. The original bowmen will be used as auxiliary units in a larger army setting. The Army books are also very useful for planning the armies and ensuring one ends up with a balanced force.

Following a visit to the recent grand opening at Brent Cross I still have a number of standard individuals to paint but to introduce some change and add new challenges I have recently begun experimenting with 'conversions'. The first conversion I tried

was at the suggestion of your Mail Order department with a Skink Shaman. I am now working on a new conversion with *Lord Mazdamundi*, the results of which I'll be happy to show you.

As you may see from the volume of figures painted it is possible to paint a reasonable sized army in a relatively short time. If I were starting again I would have initially bought an Army book of the characters I was interested in and painted them in a planned fashion such as is described in the recent White Dwarf articles. Painting both a large Bretonnian and Lizardmen army can seem quite daunting and one needs to add special characters to not only create a balanced force but also to relieve the monotony of painting large units. It has worked out though that my son Harry plays with the Bretonnian units whilst I collect the Lizardmen army. Because he has more time to play (I have a very demanding job as director of a radiology department in a local hospital and also, in what spare time I have, restore Harley Davidson motorcycles.) I have concentrated mainly on building the Bretonnian army and still have quite a lot to do to build the Lizardmen army up to 3,000 - 4,000 points. Once I have achieved this I will have more time to concentrate on the finer points of playing the game with Harry and at the local Games Workshop club.

I am particularly pleased and encourage my sons' interest in playing Warhammer. Whilst some would consider it not to be the most politically correct game with respect to the violence inherent in the nature of the scenarios, the thinking required in establishing strategies of play, the numeric skills used when playing and the social contact are all positive educational influences. And, after all, boys will be boys.

As a last note I would like to say how impressed I am with the helpful, pleasant demeanour of all the staff have-come into contact with in the many Games Workshop outlets I have visited with my son. In particular, I would like to thank all the lads in the Watford branch.

You can see more of Steve Johnson's wonderful Lizardman army on the inside covers of this issue (which if you've missed you must be completely blind!!!)



Steve's Bretonnian army arrayed and ready for battle

HYENA L.S.V. (Light support Vehicle)

(Check out the back cover)

By Mike Cudworth

Mike is a printer by trade a modeller and figure painter by choice. He is a keen collector and converter of figures, especially Dark Elves, with the occasional Marine thrown in here and there for good measure.

This idea came about just after the release of the Stormtroopers. It seemed strange to me that an elite unit such as the Stormtroopers didn't have a vehicle which was specifically designed for them, a vehicle suited to their special forces role in an Imperial Force.

This conversion is based around the Chimera kit, together with bits from the Rhino kit and finally parts from a Tamaiya kit known as a Mutt (a jeep variant used by the US Army), plus some wheels. These are the parts that I used:

Chimera Parts:

Body Assembly part B3 and C3
Body Armour part C5 (both sides)
Storm Bolter and Hatch (A17 A22)
Heavy Bolter

Rhino Parts:

Armour Front Plate
Both Grab Rails from the Rhino

Mutt/JEEP Parts:

Windscreen from 35th scale jeep

Additional parts:

Orc Buggy Wheels - Large Ones
Piece of doweling - small enough to fit the wheels onto
Plain plasticard sheet - 10 thou
Textured plasticard
Thick card or 2.5mm Balsa sheet
Car Body Mesh

BUILDING THE BEAST:

STAGE 1

Parts B3 and C3 are assembled as per the Chimera plans, then put to one side to dry. Next remove the rivets detailing from the sloping edge of the cab - i.e. the part that was the drivers viewport. (see diagram A)

Take both of the side armour plates and glue a plain piece of plasticard to the hollow back of the plate, making sure that the card is bigger than the plate as it will be trimmed to fit later. (see diagram B)

STAGE 2

Take what's going to be the cab - joined parts B3 and C3, place on its side onto a piece of plasticard. Draw around it to give you a template for that side, cut out the template, then repeat for the other side. Glue the pre-cut pieces into place on each side. Next cut a piece of plasticard to fit over the slope area at the front of the cab - the part you cleaned the rivets off in stage one, and glue into place. (see diagram C)

Finally, take the side armour plates which have the newly fitted plasticard backing, and trim off the excess from the edges, (see diagram B).

STAGE 3

Attach the newly trimmed side armour pieces to the main body, but use double sided tape at first, as a slight adjustment may be required when fitting the front wheels, (see diagram D). Cut the doweling to the width of the vehicle, and fit the wheels onto each end, then line up the front wheel set in relation to the side

armour plates. Now glue the side armour plates into place once you are happy that the front wheels line up correctly, and leave to dry, preferably over-night. Finally, glue the doweling and wheels into place on the underside of the vehicle.

STAGE 4

Take the windscreen frame (from the jeep or mutt), and cut it down to fit to the sloping front panel of the cab. Next, cut a piece of the car body mesh to fit to the windscreen frame and glue together, finally glue the windscreen frame to the cab.

Cut a piece of balsa wood or card to fit onto the rear flat bed of the back of the vehicle. Using this as a template, cut out a piece of textured plasticard the same size, and attach the two pieces together. Then glue this 'plate' onto the back of the truck, textured side uppermost.

Next glue strips of textured plasticard and fake rivets onto the sides and plain plasticard areas. Also attach the Storm Bolter and cupola to the top of the cab, and the front Heavy Bolter onto the vehicle, as per the Chimera instructions.

STAGE 5 - DETAILING

Raid a headlight from the mutt/jeep kit and add to the cab (see photos)

Rear mounted Scatter Laser - this is made from a bundle of plastic rods, glued together, plus various bits of the Tow Missile Launcher from the Mutt kit - mainly the 'sights' and the swivel mount.

Rear Gunner - Stormtrooper torso with legs from any old plastic Imperial Guardsman, but the legs from any straight standing figure would do just as well.

Commander - This is an old plastic guardsman with converted arms and a scratch built set of headphones made from microstrips.

Final details - extra bits and pieces such as the radio and headlamp can be cannibalised from various old kits, i.e. tank kits. But you can use your own imagination for how you choose to finish it.

Mike has even devised a datafax for his conversion and regularly uses it in his battles. We've even cunningly updated it to current Warhammer 40,000 rules!

HYENA DATAFAX 65 pts

VEHICLE DATA

CREW: 1 Storm Trooper Driver, 1 Storm Trooper Commander, 1 Storm Trooper Gunner.

TYPE: Fast Vehicle/Open Topped.

ARMOUR:	Front	Side	Rear
	10	10	10

WEAPONS: One cupola mounted **Storm Bolter** at front with 360 degree field of fire. One forward fixed hull mounted **Heavy Bolter** (90 degree arc). One rear-swivel mounted **Multi-Laser** with 360 degree arc of fire (may be upgraded to a Heavy Plasma gun for the normal points cost). All weapons are fitted with **targeters**. **Auto-Launchers** with **Frag** and **Blind** grenades.

SPECIAL RULES: The vehicle may still run on three wheels if one is damaged or missing. Due to powerful four wheel drive and V12 engine, the Hyena suffers no movement penalties for driving across marshy or sand dune terrain. The crew are all experienced mechanics and can repair damage in the same manner as a Techmarine.

STEGADON

By Steve Johnson



HYENA SCOUT VEHICLE

By Mike Cudworth



*(read all about it
on pages 91-96)*



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